



July 28, 2017

- Added Marooner's Bay map and strategy overview to to the Salmon Run co-op mode section.
- Added the new Inkbrush weapon data to the DLC Weapons section.

August 1, 2017

• Added the new Dualie Squelchers weapon data to the DLC Weapons section.

August 7, 2017

• Added the new Sploosh-o-matic weapon data to the DLC Weapons section.

August 14, 2017

• Added the new Splat Brella weapon data to the DLC Weapons section.

August 21, 2017

• Added the new Classic Squiffer weapon data to the DLC Weapons section.

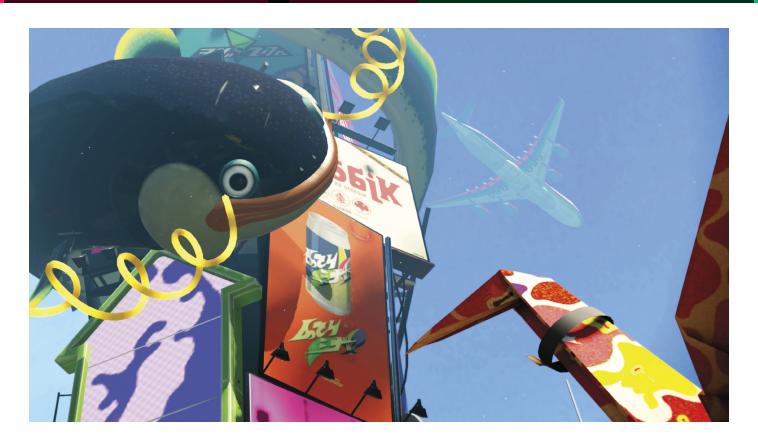
August 28, 2017

• Added the new Sloshing Machine weapon data to the DLC Weapons section.





Welcome Back to Inkopolis Introduction



Welcome to the official game guide for *Splatoon 2*! It's been a while since the last *Splatfest*, but things are heating up for another splat-tastic season of *Ink Battles*. Inklings have already swarmed *Inkopolis Square*, eager to compete in Turf War matches as well as Ranked and League play. Whether you're spreading ink in online matches, splatting Octarians in the single-player campaign, or collecting Golden Eggs in *Salmon Run*, there's no shortage of activity. While the objectives and gameplay mechanics are easy to learn, the game's deep progression and customization systems help keep players engaged as they level up and outfit their *Inklings* with new weapons and gear. So get ready for hours of exciting and addictive gameplay as you make a name for yourself in *Inkopolis'* competitive *Ink Battle scene*. Stay fresh!





Octo Canyon

The Octarians are at it again! Somehow they've managed to abduct the Great Zapfish (again), robbing Inkopolis of its power source. Join the Squidbeak Splatoon to rescue the Great Zapfish and uncover the truth behind the disappearance of a popular Inkopolis celebrity.



Salmon Run

Little is known about Grizzco Industries, a new company that recently set up shop in Inkopolis Square. They're hiring Inklings—apparently the work involves collecting Golden Eggs. Join up with friends and work together to survive waves of Salmonid attacks in this frantic all-new co-op experience.



Ink Battles: New Maps

Inklings seeking to test their skills in Ink Battles can now compete on six all-new arenas. In addition to the new maps, Moray Towers and Port Mackerel have returned, offering a slightly new experience. All eight maps support Turf War, Splat Zones, Rainmaker, and Tower Control, providing plenty of variety.



Ink Battles: New Weapons and Specials

Sheldon from Ammo Knights has been busy crafting new weapon loadouts from a vast assortment of main weapons, sub weapons, and specials. While some fan favorites have returned, there are plenty of fresh options available, including new specials like Tenta Missiles, Inkjet, and Baller.







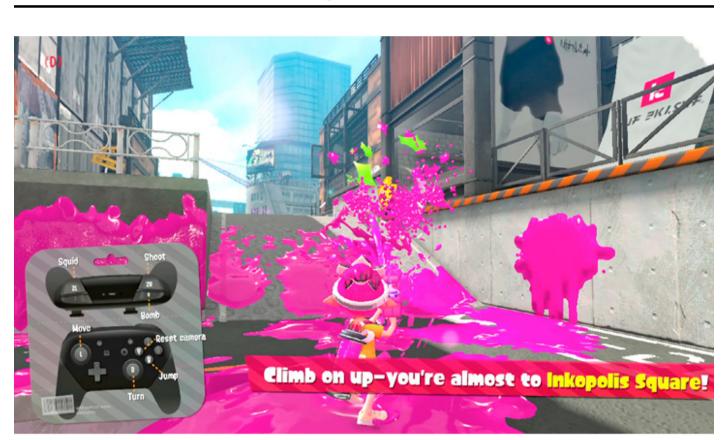
Inkling Creation



First off, choose your Inkling's gender, skin tone, eye color, hair color, and legwear. All of these options can be adjusted later.

As in the original, in *Splatoon 2* you assume the role of an Inkling, a humanoid-squid hybrid. When first starting the game, you're prompted to choose a Girl or Boy Inkling—this is the character you'll play during the single-player campaign, as well as online matches. Your Inkling's gender is purely aesthetic and has no bearing on how your character performs. The same is true for your Inkling's skin tone, eye color, hair color, and legwear, four other attributes you're prompted to select. Later on, you can further customize your Inkling with different clothing, shoes, and headgear. The abilities attached to these items enhance your Inkling's performance, but for now, make do with the standard-issue Basic Tee, Cream Basics, and White Headband.

Tutorial: The Path to Inkopolis

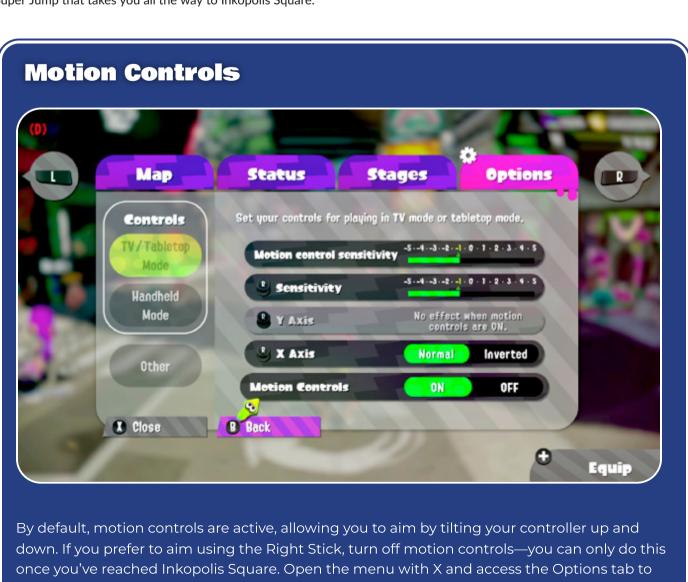


During the introductory tutorial, splat a series of balloons while familiarizing yourself with the game's control layout.

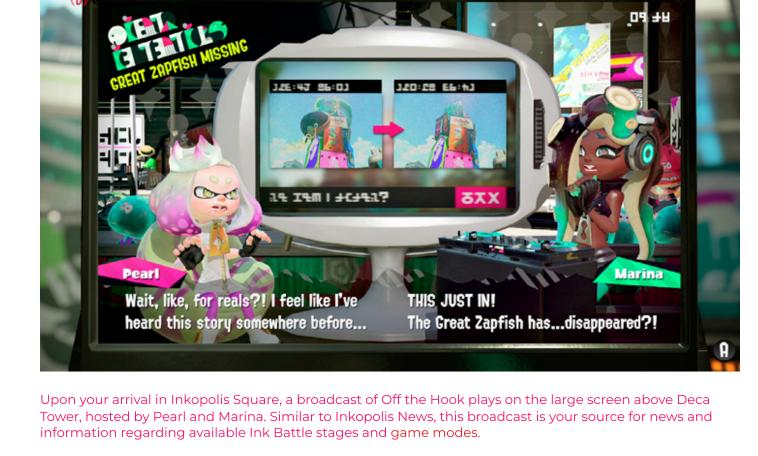
After personalizing your Inkling, you're immediately ushered into a quick tutorial that gives you a chance to familiarize yourself with the game's controls in a hostile-free environment.

Advance through this stage while popping balloons and spreading ink—shoot with **ZR**. There's no rush, so take some time to experiment with the game's unique gameplay mechanics. For example, spread ink across horizontal and vertical surfaces, then swim through your ink in squid form. While swimming in your ink, your Ink Tank replenishes at a much faster rate. Swimming also makes you more difficult to detect, allowing you to sneak past enemies.

Get familiar with the Splat Bombs as well. Hold down **R** to see the bomb's trajectory before throwing. This allows for more precise targeting, particularly when throwing a Splat Bomb from behind cover. When you feel comfortable with the game's controls and mechanics, continue to the launchpad at the end of the stage. Stand on the launchpad and press **ZL** to perform a Super Jump that takes you all the way to Inkopolis Square.

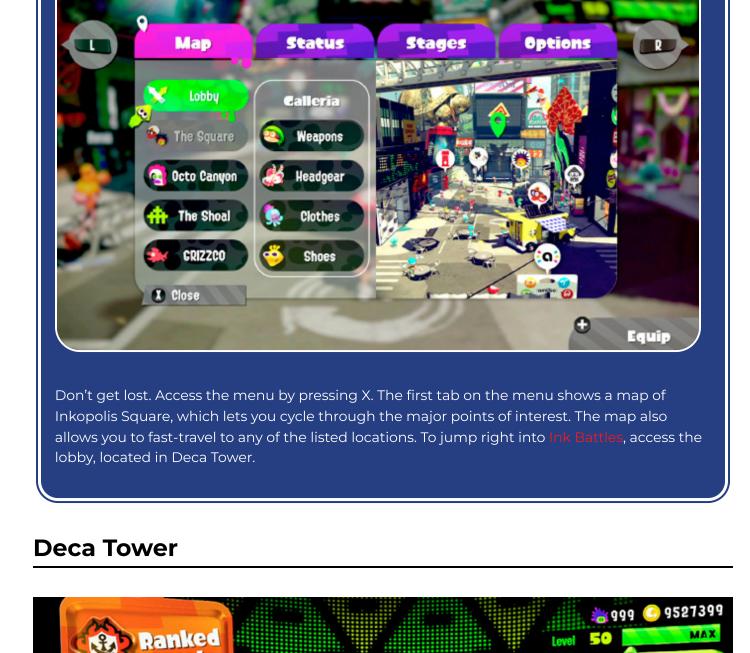


toggle motion controls off.



After completing the tutorial, you land in the center of Inkopolis Square, a bustling hub of activity for Inklings obsessed with Ink Battles. Turn your attention to the overhead monitor for the latest broadcast of Off the Hook, hosted by Pearl and Marina. Apparently the Great Zapfish is missing...again. Could this be the work of the Octarians? As if that's not bad enough, Marina reports that Callie, of the Squid Sisters, has also gone missing! Perhaps Callie just needs a break from the spotlight? After all,

her team did lose the last Splatfest to Marie—that can't be easy. After the broadcast, feel free to explore the Square; there's plenty to see and do. **Square Map**



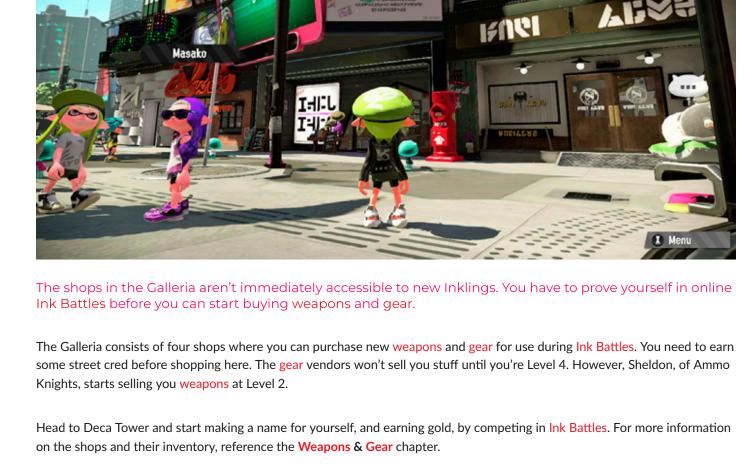


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Galleria

information on how online matches work, flip ahead to the Ink Battles chapter.

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Tired of that boring old Basic Tee? Pay Jelfonzo a visit at Inkopolis Square's clothing shop. Here you can find a variety of Tshirts, jackets, and tops, perfect for your next Ink Battle. Jelfonzo's inventory is limited to six items per day, but stock is updated daily, so check back frequently.

Clothing

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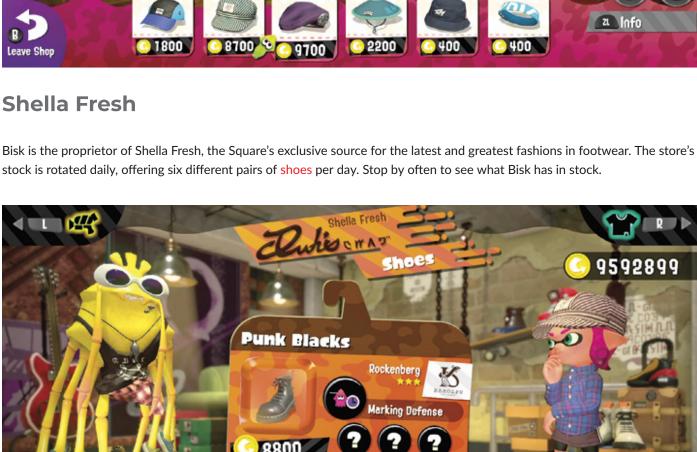
Splash Mob

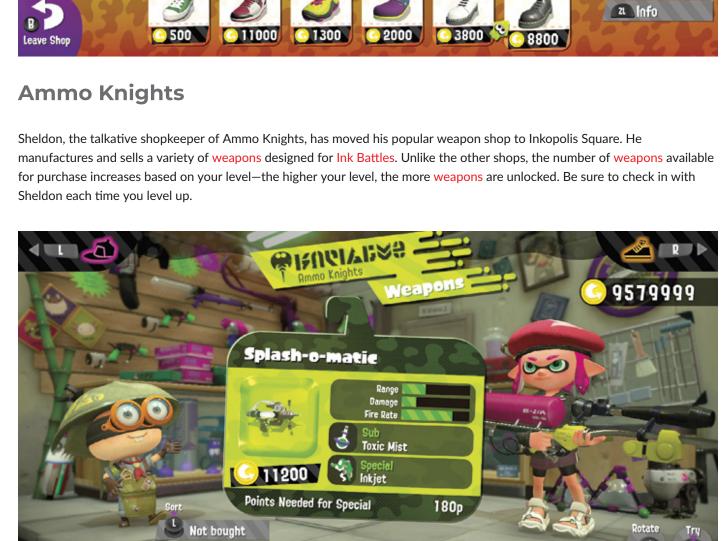
Run Speed Up

Sailor-Stripe Tee

Ye Olde Cloth Shoppe







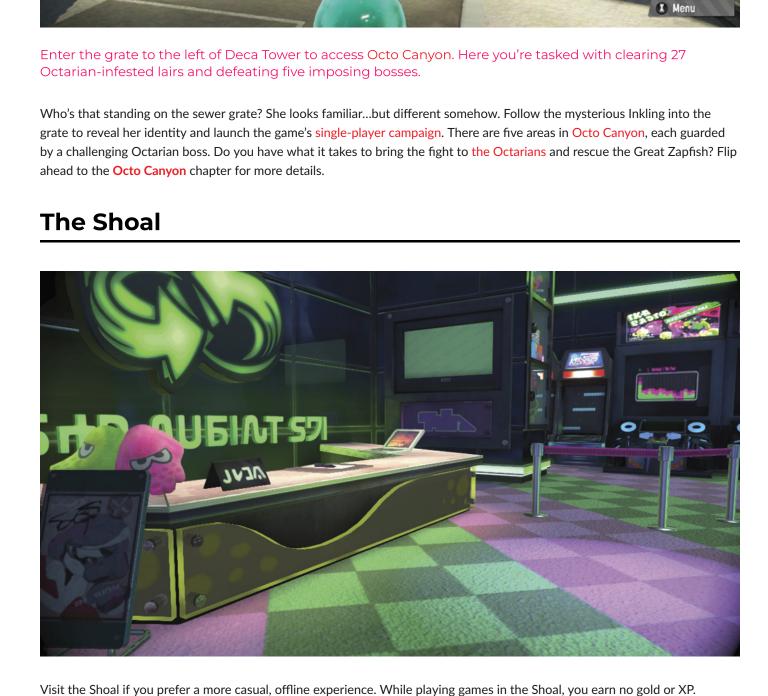
zı Weapon details

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♥ Test

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Octo Canyon



However, it's an excellent way to get familiar with various maps and game modes before going online. You can also earn tickets redeemable at Crusty Sean's food truck. Upon completion of a session, you receive a stamp on your Shoal card. Accumulate eight stamps to receive one ticket. Take the ticket to Crusty Sean to purchase a food or drink item-these offer a variety of Ink

Battle bonuses. See the Ink Battles chapter for more information on Crusty Sean's delicious food truck offerings.

Fellow Inklings

you like, you can order it from Murch.

Grizzco

Job Manual

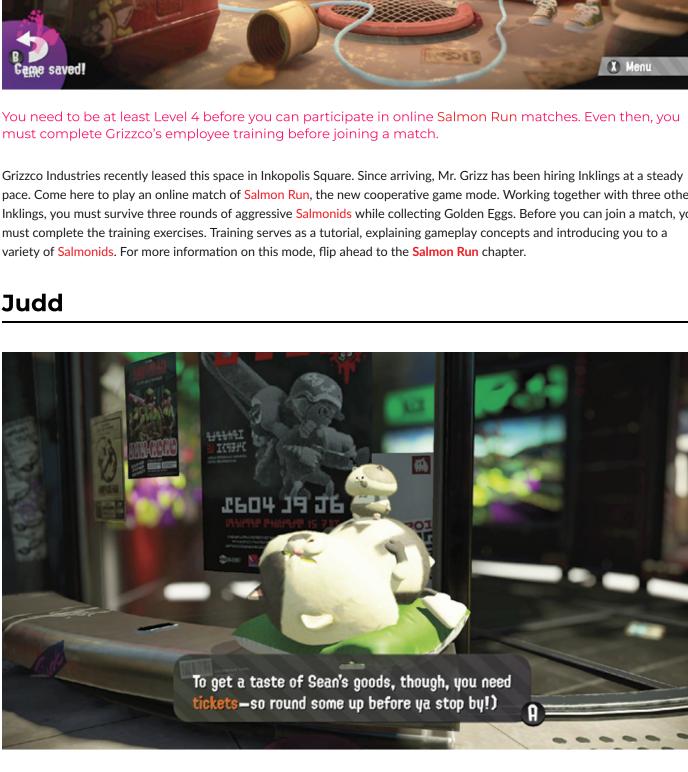
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You can interact with other Inklings in the Square; these characters belong to other players. Approach an Inkling and press the A button. Here you can review an Inkling's level and rank as well as their equipped weapons and gear. If you're Level 4 or higher and see a piece of gear

Training 1

21 Order Gear



- : Rainmaker **Order Status** Increase Slots/Rerol

Carrier !

Scrub Slots

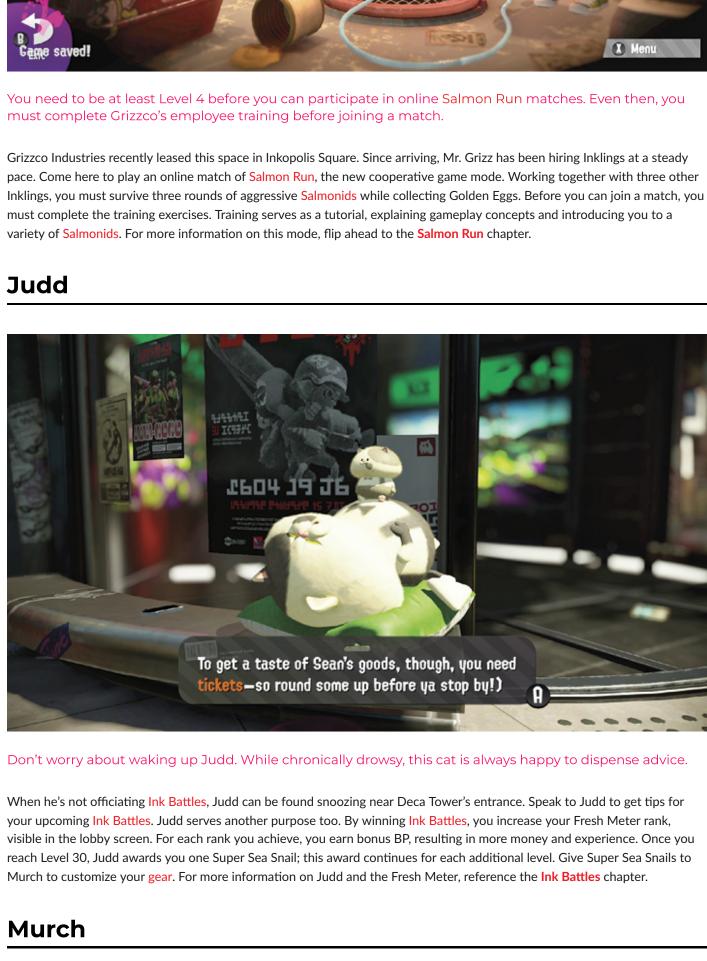
Use Ability Chunks

XAM

(1) Menu

Once you acquire some Super Sea Snails, take them to Murch, near Deca Tower's entrance. Just like Spyke, Murch can order and customize gear. If you're not satisfied with a gear item's randomized sub abilities, you can pay Murch to reroll them. Or Murch can wipe the sub abilities completely, returning the remnants as ability chunks. Ability chunks can be collected and eventually installed into pieces of gear, allowing for even greater customization. For more details on Murch and gear

Arcade Game 9517399 - : Rainmaker



SplatNet Order Doing business with Murch isn't cheap—he charges premium prices for ordered gear and only customizes items if you have Super Sea Snails to spend. Still, there's no better option for putting together a highly customized set of gear. customization, take a look at the Ink Battles chapter.

A Play

There's one arcade cabinet just outside the Shoal's entrance. This is a rhythm-style game, similar to Squid Beats. Here you can simply listen to the music or participate in a mini-game requiring rhythmic button presses. There are no points or stages in this game, just some

rhythm-based interactivity.



amiibo Support



Three new amiibo have been created to coincide with the release of *Splatoon 2*: a new *Inkling Girl*, a new *Inkling Boy*, and a new *Inkling Squid*. Interact with the empty amiibo box in the Plaza. Here you're prompted to place one of the *Splatoon* amiibo figures on the controller—the corresponding amiibo appears within the box on-screen. Each *Splatoon* amiibo unlocks new gear; even the previously released *Splatoon* amiibo can unlock these items. Plus, you can save Ink Battle loadouts to an amiibo for easy setup before a match. Here's a closer look at each amiibo and the gear they unlock.



Interact with this empty box and place one of the Splatoon amiibo on the controller to unlock new, exclusive gear.





Inkling Girls hail from the city of Inkopolis. They crave team-based competition and love to customize their gear before participating in the hottest sport in town, Turf War! Their hobbies include making messes, rocking the latest fashions, dancing, and spoiling the nefarious plans of their evil octopus archrivals, the Octarians! For realsies!

Splatoon Inkling Girl Unlocked Gear



Release Date: May 29, 2015



Release Date: July 8, 2016

Gear Details					
	Name	Rarity	Main Ability	Additional Song for Arcade	
	School Uniform	 	Ink Recovery Up	Shellfie - Chirpy Chips	
	Squid Hairclip		Swim Speed Up	Shellfie - Chirpy Chips	
1	School Shoes		Ink Saver (Sub)	Shellfie - Chirpy Chips	

Splatoon 2 Inkling Girl Unlocked Gear



Release Date: July 21, 2017

Gear Details					
Gear	Name	Rarity	Main Ability	Additional Song for Arcade	
A	School Cardigan		Run Speed Up	Split & Splat – Chirpy Chips	
22	Squid Clip-Ons		Opening Gambit	Split & Splat – Chirpy Chips	
	Fringed Loafers		Cold-Blooded	Split & Splat – Chirpy Chips	





Inkling Boys hail from the city of Inkopolis. They crave team-based competition and love to customize their gear before participating in the hottest sport in town, Turf War! Their hobbies include making messes, rocking the latest fashions, dancing, and spoiling the nefarious plans of their evil octopus archrivals, the Octarians! Like a boss!

Splatoon Inkling Boy Unlocked Gear



Release Date: May 29, 2015



Release Date: July 8, 2016

Gear Details						
Gear	Name	Rarity	Main Ability	Additional Song for Arcade		
	Samurai Jacket		Special Charge Up	Splattack! - Squid Squad		
*	Samurai Helmet		Quick Super Jump	Splattack! - Squid Squad		
3	Samurai Boots		Special Power Up	Splattack! - Squid Squad		

Splatoon 2 Inkling Boy Unlocked Gear



Release Date: July 21, 2017

Gear Details						
Gear	Name	Rarity	Main Ability	Additional Song for Arcade		
A	Squinja Suit		Special Saver	Seaskape – Squid Squad		
	Squinja Mask		Quick Respawn	Seaskape – Squid Squad		
3	Squinja Boots		Swim Speed Up	Seaskape – Squid Squad		





Callie

Callie is the cheeriest member of the pop idol duo known as the Squid Sisters. Along with Marie, she hosted Inkopolis News and Splatfest events, in which Inklings pick one of two sides and battle the opposing team in Turf War. These two cousins rose to fame after winning Calamari County's first annual Youth Folk-Singing Contest, and their remarkable voices continue to rock Inkopolis!

Unlocked Gear



Release Date: July 8, 2016

Gear Details						
Gear	Name	Rarity	Main Ability	Additional Song for Arcade		
A	Hero Jacket Replica		Swim Speed Up	Bomb Rush Blush - Callie		
	Hero Headset Replica		Run Speed Up	Bomb Rush Blush - Callie		
	Hero Runner Replicas		Quick Super Jump	Bomb Rush Blush - Callie		

Marie

Marie is the sassiest member of the pop idol duo known as the Squid Sisters. Along with Callie, she hosted Inkopolis News and Splatfest events, in which Inklings pick one of two sides and battle the opposing team in Turf War. These two cousins rose to fame after winning Calamari County's first annual Youth Folk-Singing Contest, and their remarkable voices continue to rock Inkopolis!

Unlocked Gear



Release Date: July 8, 2016

Gear Details						
Gear	Name	Rarity	Main Ability	Additional Song for Arcade		
A	Armor Jacket Replica		Special Charge Up	Tide Goes Out - Marie		
*	Armor Helmet Replica		Tenacity	Tide Goes Out - Marie		
	Armor Boot Replicas		Ink Saver (Main)	Tide Goes Out - Marie		





In the game *Splatoon 2*, the main characters, Inklings, can instantly transform into squids! We're not sure what marvel of anatomy allows them to perform this majestic feat, but it sure is sweet. In squid form, Inklings can swim in any surface they've splattered with ink, even up walls! They can also hide from opponents by submerging in ink and keeping still. How cool is that?

Splatoon Inkling Squid Unlocked Gear



Release Date: May 29, 2015



Release Date: July 8, 2016

Gear Details						
Gear	Name	Rarity	Main Ability	Additional Song for Arcade		
	Power Armor		Quick Respawn	Hooked – Hightide Era		
	Power Mask		Bomb Defense Up	Hooked – Hightide Era		
5	Power Boots	.	Ink Saver (Main)	Hooked – Hightide Era		

Splatoon 2 Inkling Squid Unlocked Gear



Release Date: July 21, 2017

Gear Details						
Gear	Name	Rarity	Main Ability	Additional Song for Arcade		
	Power Armor Mk I		Ink Resistance Up	Sucker Punch – Hightide Era		
	Power Mask Mk I		Ink Resistance Up	Sucker Punch – Hightide Era		
	Power Boots Mk I		Bomb Defense Up	Sucker Punch – Hightide Era		





Octarians. Here you're greeted by a familiar face. Is that really Marie? Marie of the Squid Sisters fame? But what is she doing here? Unknown to the public, Marie is actually a member of the New Squidbeak Splatoon! While Cap'n Cuttlefish was away with Agent 3, the Great Zapfish was abducted by the Octarians...again. Marie desperately needs your help to locate and rescue the Great Zapfish so power can be restored to Inkopolis Square. She supplies you with a Hero Suit and a Hero Shot—you are now Agent 4 of the New Squidbeak Splatoon! Do you have what it takes? Or has Marie mistakenly placed too much responsibility on the shoulders of a random stranger? Fortunately, this chapter has all the information you need to overcome each obstacle and outwit every Octarian you encounter during your search for the Great Zapfish. **Interface**

Entering the sewer grate in Inkopolis Square leads you to Octo Canyon, a bizarre world of hidden lairs occupied by the dreaded



This white icon in the center of the screen is your weapon's reticle—the reticle shape differs from weapon to weapon. Place it over a target to spread ink.

Aiming Reticle

Life Count

These three squid icons represent how many times you can respawn after getting splatted or falling off a stage—you lose one

bar after each splat. One bar is replenished with each new checkpoint you cross.

Timer

The timer tracks how long it's taking you to complete the stage. Timers only appear when you're replaying a completed stage.

These two icons indicate whether you've located a stage's Sunken Scroll and Sardinium—if the icons are grayed out, you still need to find them. Sunken Scrolls reveal more story information, while Sardinium is necessary to purchase new upgrades for your weapons and gear.

Sunken Scroll/Sardinium Status

Power Eggs

This counter displays how many Power Eggs you've collected. Use Power Eggs to purchase upgrades for your weapons and

Special Gauge

gear.

specials (notably the Bomb Launchers) are active, the Special Gauge rapidly empties, indicating how much time remains.

In the single-player campaign, specials can be held on to for the duration of a stage, but only activated once. When certain

These three icons represent your equipped sub weapons, including Splat Bombs, Curling Bombs, and Autobombs. Use the Control Pad to select the active sub weapon.

Octarian Lairs

visible, allowing you to enter.

Sector 5

X Close

Sub Weapons

There are a total of 27 hidden Octarian lair entrances scattered throughout Octo Canyon, not including the five Boss Kettles. These lairs are divided among five different areas. Infiltrate and complete every lair in an area to unlock its Boss Kettle, which allows you to fight that area's boss. Once a boss is defeated, you can proceed to the next area. Before you can enter a lair, you

must find it. Lairs are cloaked, invisible to the naked eye. However, if you repeatedly splat a lair entrance with ink, it becomes

Save 3 more Zapfish!

Return of the Octarians

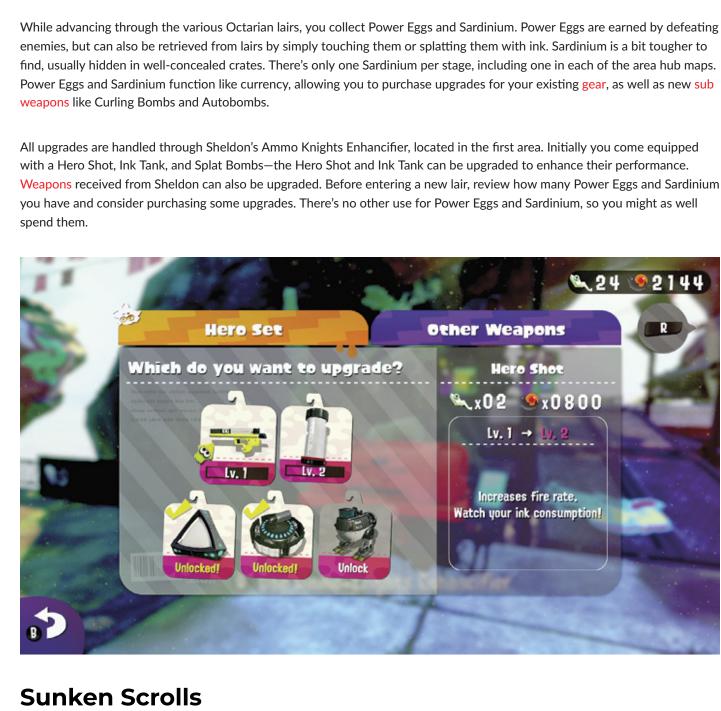


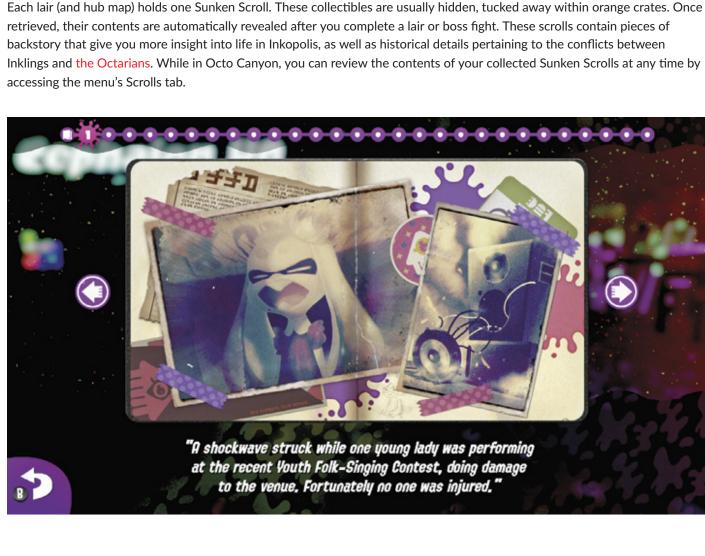
Super Jump from one lair to another for easy access. Power Eggs, Sardinium, and Upgrades

Each revealed lair appears on the menu's map. By selecting the lair icons on this map, you can

B Back







Octo Canyon Equipment

Fortunately, you're not going into battle empty-handed. You've been outfitted with some of the finest gear Sheldon has to offer. You can also find armor and specials hidden in crates during your journeys through each Octarian lair. Smash every orange crate you see—you never know what you might find inside.

Hero Set



The Hero Shot is provided by Marie and serves as your primary weapon for the first few stages. This is a well-balanced

Hero Shot

rate of fire. Initially, these upgrades are quite expensive—your Power Eggs are probably better spent on increasing your Ink Tank's capacity or unlocking Curling Bombs. But as you progress deeper into Octo Canyon, the increased rate of fire comes in handy when confronting bosses and tough enemies like Octolings, Octobombers, and Octocommanders. Keep in mind, an increased rate of fire means the weapon consumes more ink, so consider upgrading your Ink Tank's capacity to compensate. **Upgrades**

weapon, ideal for inking territory and splatting opponents. You can spend Power Eggs and Sardinium to increase the weapon's

Level	Power Eggs	Sardinium	Description
1	-	-	Default fire rate.
2	800	2	Increased fire rate.
3	1,500	3	Maximum fire rate.



consumes—take this into account before tossing a Splat Bomb, Curling Bomb, or Autobomb. Upgrading the Ink Tank increases

1

Ink Tank

ink capacity, the longer you can use your weapons without running dry. **Upgrades** Level Sardinium **Description Power Eggs** Default capacity.

its capacity. This is a worthwhile upgrade, so don't hesitate to fork over the Power Eggs and Sardinium. The greater the tank's

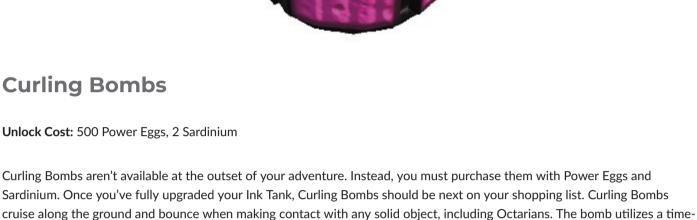
2	1,000	2	Maximum capacity.
		Á	
		1	



button to throw it. Splat Bombs utilize a delayed fuse, which allows them to bounce off walls or skip across the ground before exploding. This makes them great for engaging enemies indirectly while hiding behind cover.

Splat Bombs

Unlock Cost: N/A



delay fuse, which determines when it explodes. Tap the R button to send a Curling Bomb on a long-distance journey. Or hold down R to cook it, reducing the distance at which the bomb explodes. Beyond their explosive nature, Curling Bombs are most

useful for spreading ink. When traveling along the ground, the bombs leave behind a narrow ink trail. Swim through it to stealthily move deep into enemy territory without being spotted.

Curling Bombs

Unlock Cost: 500 Power Eggs, 2 Sardinium



Autobomb do the rest.

Hero Roller

Hero Dualies

Hero Charger

Hero Slosher

Autobombs

Sheldon's Weapons

Location

Lair 4

Lair 5

Lair 6

Lair 10

Unlock Cost: 500 Power Eggs, 2 Sardinium

weapons so he can collect field data on their performance. He's handpicked weapons for each lair and boss fight, with the exception of the four Octoling battles. This means you must complete these lairs with Sheldon's weapons of choice. Each weapon can be upgraded once, costing 3 Sardinium and 1,500 Power Eggs. These same weapons (and the Hero Shot) can be unlocked for use in multiplayer Ink Battles, but you need to complete every lair and boss battle with each weapon. **Sheldon's Requests** Unlock **Description Upgrade Description Name**

Roller weapon based on the

Dualie weapon based on the

Charger weapon based on the

Bucket-like weapon based on

Splat Roller.

Splat Dualies.

Splat Charger.

Increases power when flinging and

Increases fire rate. Watch your ink

Increases fire rate. Watch your ink

Reduces charge time and allows you to

execute a full-charge attack even faster.

you fling.

consumption!

rolling. Also increases speed at which

After you complete the third lair, Sheldon joins your crusade against the Octarians. He offers to lend you some experimental

	Hero Splatling	Lair 13	Charged Splatling weapon based on the Mini Splatling.	Reduces charge time and allows you to execute a full-charge attack even faster.
4	Hero <mark>Blaster</mark>	Lair 19	Blaster weapon based on the standard Blaster.	Increases fire rate. Watch your ink consumption!
	Hero Brella	Lair 20	Unique weapon featuring a protective umbrella shield.	Increases Hero Brella protection and shortens Hero Brella recovery time.
*	Hero Brush	Lair 22	Roller weapon based on the Octobrush.	Increases fling speed and power. Also increases run speed while inking.
Ar	mor			

this briefcase-like object to equip armor. Not only does this change the appearance of your Inkling, but it also allows you to take more damage without getting splatted. If you take heavy damage while wearing armor, the armor is destroyed, breaking to pieces—but it's better than getting splatted. You can equip up to three pieces of armor at a time—the second and third pieces

Specials are uncommon, but when available, they give your Inkling a significant tactical advantage, ideal for making offensive pushes. While armor is always active when equipped, you must activate specials. Do this by clicking down on the Right Control Stick. You can only carry one special at a time. Picking up a new special replaces the one currently equipped, so make a habit of

Next to Power Eggs, armor is the second most common pickup you're likely to find in orange crates. Simply make contact with

Specials

alter the appearance of your Inkling.

using a special before grabbing a new one.

Tenta Missiles When this special is activated, a wide aiming reticle appears in the center of the screen, prompting you to select targets. Squeeze as many enemies into the reticle as possible before firing off a barrage of homing missiles. The missiles impact on the

targets from a high angle, spreading ink and splatting any Octarians within the overlapping blast radiuses. This special is

designed for taking out multiple targets, so look for clusters of Octarians to engage.



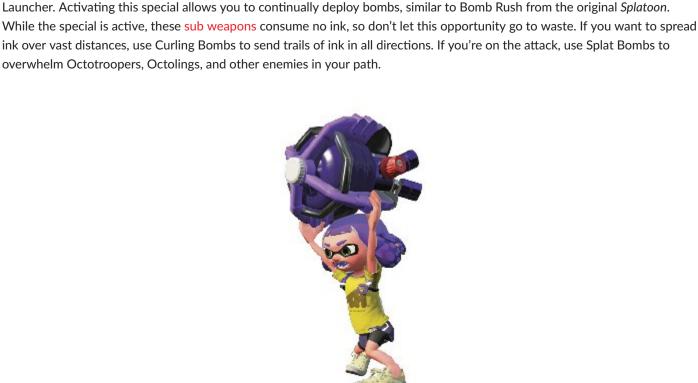
Sting Ray

Splashdown



Bomb Launcher

There are two types of Bomb Launcher in the single-player campaign: the Splat Bomb Launcher and the Curling Bomb



exposure, resulting in some spectacular splats.

Ink Storm There's nothing like the smell of fresh ink falling from the sky! This special is tossed like a Splat Bomb when activated. But

instead of exploding, the device summons a cloud of ink overhead. The cloud continues in a linear path, moving in the same direction in which the special was thrown. Ink Storm is best reserved for when you're facing large groups of Octarians. The falling ink droplets inflict minimal damage, but the damage is cumulative. As ink accumulates, enemies eventually succumb to

Octo Canyon

Octo Canyon Features

Zapfish, take some time to familiarize yourself with the key features you'll interact with during your adventure.

Your journey through Octo Canyon takes you to some interesting (and treacherous) locales. Before setting off to find the Great

Lair Entrance

Before you can enter an Octarian lair, you must first locate and reveal its entrance. These invisible entrances are scattered across each area. Splat them repeatedly with ink until they become visible, then stand on top of them and press the ZL button to enter the lair. **Power Eggs**

Power Eggs are the currency in Octo Canyon, allowing you to purchase upgrades for your weapons and equipment. These are often found in orange crates and balloons, but can also be found scattered across Octarian lairs. You can collect Power Eggs by touching them or splatting them with ink. If a Power Egg appears to be out of reach, try finding a way to ink it. Crates

Balloons

Crates are found in every Octarian lair, but pay special attention to orange crates—these contain Power Eggs, Sunken Scrolls, Sardinium, armor, or specials. Simply shoot crates to smash them, then grab whatever is inside. Before destroying a crate, make sure you don't need to use it for concealment—they're handy for hiding behind.

Power Egg Cans

These orange balloons are a common sight throughout Octo Canyon. Splat them with ink to make them pop. Balloons are

always filled with Power Eggs. Popping a balloon automatically retrieves all the Power Eggs inside.

These cans are usually stored in orange crates. Like with armor or specials, you need to physically touch each can to retrieve the Power Eggs inside. Each can contains 10 Power Eggs, making these items well worth the effort to seek out.

Launchpad

Most Octarian lairs consist of multiple platforms. Launchpads are used to access distant platforms. Stand on a launchpad and press the **ZL** button to perform a Super Jump to the next platform. Before using a launchpad, make sure you've thoroughly

explored the current platform. Launchpads are a one-way trip—there's no way to jump back.

most recent checkpoint. Each checkpoint you activate gives you one more life.

reveal a variety of story information and are collected in the menu's Scrolls tab.

Checkpoint

Sunken Scrolls

One Sunken Scroll is hidden within each Octarian lair and area hub, usually contained within an orange crate. These scrolls

Like Sunken Scrolls, there is one Sardinium in each lair and hub map. One Sardinium is also rewarded for defeating each boss. Along with Power Eggs, Sardinium is required to purchase upgrades for your weapons and gear. Access Sheldon's Ammo

Walk across checkpoints to save your progress while advancing through Octarian lairs. You usually hit these checkpoints automatically after using a launchpad. In the event that you're splatted or fall off a ledge, you resume your progress from the

Tickets

Knights Enhancifier to browse the goods.

Sardinium

Tickets are extremely rare, usually stashed within cleverly hidden crates in lairs and on hub maps. These tickets can be redeemed at Crusty Sean's truck in Inkopolis Square. Each ticket corresponds to a particular food item you can consume to acquire bonuses during Ink Battles. **Zapfish**

regular-sized Zapfish.

Balloon Fish

These large white balloons are found attached to vertical and horizontal surfaces. When targeted with your ink, these balloons expand before exploding, spreading your ink over a massive area. Target Balloon Fish when confronting multiple enemies—if you time it just right, one exploding Balloon Fish can take them all out. Balloon Fish are also an excellent way to spread ink,

Some Octarian lairs feature vaults that must be opened with a key. Keys are typically hidden within orange crates, but can sometimes be carried by enemies. Once you've found a key, use it to unlock a vault—simply touch the vault to open it. Vaults

MI OEX

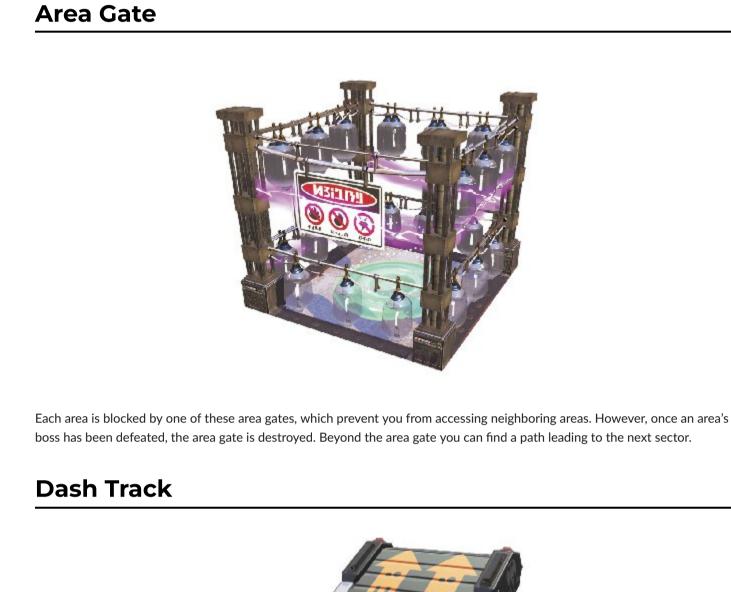
allowing you to rapidly swim across the freshly inked surfaces.

Vaults and Keys

Before you can fight the boss of each area, you must first collect a certain number of Zapfish. One Zapfish is located at the end

complete the level. Octoling battles feature eight Mini Zapfish that must be rescued—eight of these small fish are equal to one

of every lair. Each Zapfish is protected by a barrier. Repeatedly shoot the barrier until it pops, then grab the Zapfish to



usually cover launchpads and other features required to progress through a lair.

Gusher

When targeted with your ink, these valves burst open, emitting a tall ink geyser. Stand on top of a Gusher before shooting it to ride the geyser like an elevator. Or if you prefer, you can swim up an active Gusher to reach the top. Gushers give you access to high platforms and other areas that would otherwise be impossible to reach. The ink geyser can also serve as a solid pillar to hide behind—active Gushers block all incoming enemy ink. Gushers can splat any enemy that comes into contact with the ink

Stand behind one of these pink roller bundles and ink it with your selected weapon to send it rolling forward at high speed, splatting any Octarians in its path. The angle at which you ink the Rolonium bundle determines the path it takes, so be sure to

As these small, cube-shaped yellow sponges absorb your ink, they expand, becoming huge blocks you can swim or walk across. However, when hit with enemy ink, sponges shrink in size. If you're on top of a sponge when it shrinks, you could potentially fall—stay near the center of a sponge to mitigate the danger. Cross sponges quickly when possible, and deal with threats

eventually land before running across a Dash Track.

These treadmill-like objects are used to launch your Inkling in a specific direction, as indicated by the arrow on the device. Dash Tracks appear on both horizontal and vertical surfaces, allowing you to run or swim across them to gain a sudden burst in speed. Sometimes Dash Tracks are oriented so you can speed across a series of them. Try to figure out where you're going to

Sponge

square up with any distant targets before applying ink.

before they can shrink the sponge beneath your feet.

Inkfurler

Propeller

Grapplink

Spreader

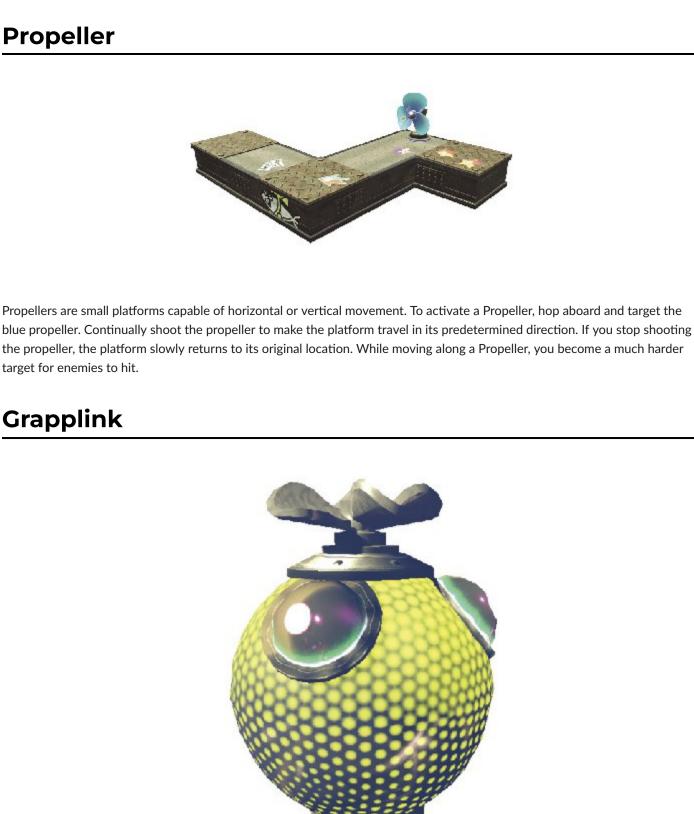
Bounce Pad

Ink Cannon

Ink Switch

Rolonium

geyser.



Can't figure out where to go? Look up and try to find one of these metallic balls. Striking a Grapplink with ink instantly pulls your Inkling toward it, allowing you to cross otherwise impossible distances. Not all weapons have the range required to hit a

Grapplink. Toss Splat Bombs toward these objects when necessary.

What at first glance appears as a rolled-up carpet is actually an Inkfurler. Apply ink to the roll and watch it roll out, allowing you to reach new areas. The Inkfurler only remains extended for a few seconds, so don't hesitate—swim across the inked surface to

increase your speed. Apply new ink as necessary to prevent the Inkfurler from rolling back up.

These colorful, inflatable pads offer an extra spring to your step. Hold down **B** while crossing one of these pads to launch your Inkling high into the air. Obviously, Bounce Pads are great for reaching high areas, but they're also effective for evading incoming fire—Octarians have a tough time hitting bouncing Inklings.

Step behind the controls of one of these turrets and fire ink-filled missiles at distant opponents and surfaces. Upon impact, these missiles explode, spreading your ink over a wide area. However, the missiles travel slowly and have a tendency to lose

altitude over distance, so when engaging targets at long range, aim high to compensate for the missile's drop.

These long arm-like devices are used to spread enemy ink over large horizontal and vertical surfaces. Instead of trying to avoid this ink, advance across the Spreader itself. The top of a Spreader can be coated in your ink, allowing you to swim across.

These round, target-like switches just beg to be splatted with ink. When one of these switches is struck, it activates a nearby moving platform. Keep hitting the switch to fully extend the platform so you can run or swim across it before it automatically retracts. Sometimes you may need to manage multiple moving platforms and switches, so keep an eye on your Ink Tank and refill as necessary.

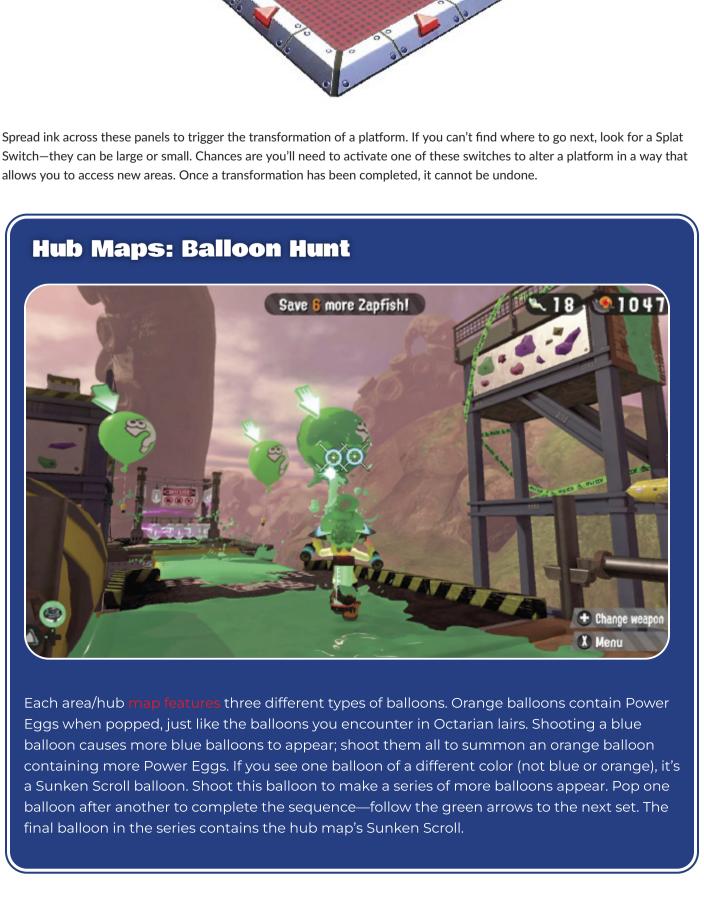
Ride Rail

but it'll hurt.

Splat Switch Save 6 more Zapfish!

Target these nodes with your ink to create a Ride Rail. Like launchpads, Ride Rails are often used to access distant platforms. Once a Ride Rail has been activated, jump on to swim along it. Ride Rails allow you to travel at high speeds. While racing along a Ride Rail, jump to launch your squid high into the air. Watch out for incoming enemy ink—it won't knock you off the Ride Rail,

allows you to access new areas. Once a transformation has been completed, it cannot be undone. **Hub Maps: Balloon Hunt**



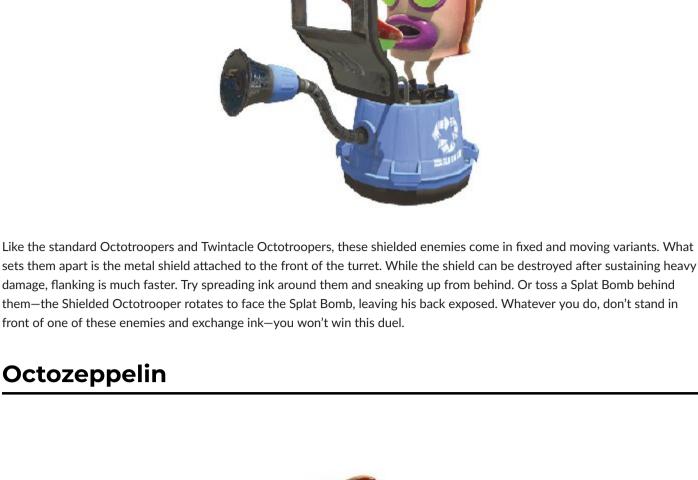


Recognizable by their two tentacles, Twintacle Octotroopers perform just like standard Octotroopers. However, they're equipped with faster-firing turrets, making them a much more formidable threat. While you can easily dodge the incoming blobs of ink fired by Octotroopers, these more advanced enemies fire narrow, fast-moving streams of purple ink. Avoid face-toface encounters when possible. Instead, swim through your ink and take them by surprise, shooting them in the back with your

primary weapon. Or simply stay behind cover and take them out with Splat Bombs or Autobombs.

Octozeppelin

Shielded Octotrooper



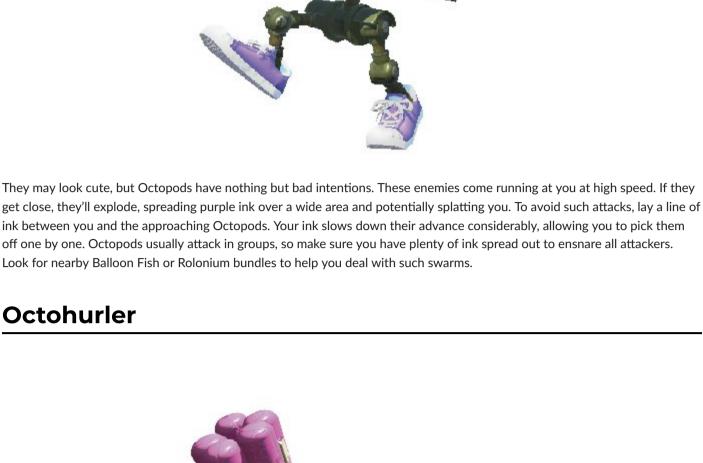
Octozeppelin by targeting the wiggling tentacle on top; this is easiest with the Hero Charger. Otherwise, time your movements

Don't be intimidated by these massive airships. Despite their impressive appearance, Octozeppelins are more of a passive nuisance than an active threat. They simply fly forward in a linear path while spreading ink behind them. Still, it's important to avoid direct contact with these blimps—they can and will splat you if you get in their way. When necessary, attack an

Octopod

Octohurler

carefully to avoid making contact with these enemies.



Squee-G

Unlike most enemies, Squee-Gs don't pose a direct threat. Instead, they mop up ink. They typically patrol walls and other vertical surfaces, quickly responding to any ink you spread. Squee-Gs can't be destroyed, so merely avoid them. Ink a wall and swim past them before they can clean up your ink. They're not particularly fast, so as long as you swim past them quickly, you

This unusual, hand-shaped Octarian spits out bundles of Rolonium. Each Rolonium bundle travels forward in a linear path, spreading ink behind it. Needless to say, don't get hit by one of these bundles. Instead, ink the bundle with your primary weapon to send it rolling back toward the Octohurler. As with any Rolonium bundle, the angle at which you hit it determines its path, so make sure you line up the shot with your intended target. Octohurlers can also be flanked rather easily. If you can

get behind them, they're completely defenseless, as they're incapable of rotating.

shouldn't have many problems with these little guys.

Industrial Squee-G

your Ink Tank. Really, this is the way to travel!

Octoballer

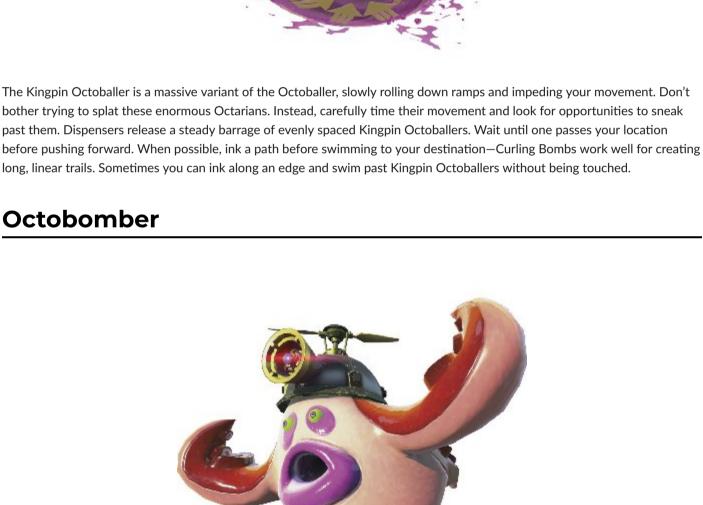


The Octoballer is basically a large bowling ball, rolling along a linear path. Like Octozeppelins, dispensers produce an endless number of Octoballers, so there's no use in trying to defeat them. Rather, they're best avoided. In some instances, you can use

in the direction you want the Squee-G to move. This sleek appliance only cares about cleaning up ink and runs over anything in its way, including other Octarians. You can ink the top of the Industrial Squee-G too, allowing you to enter squid form to refill

Octoballers as pieces of moving cover, concealing your movements from other Octarians. When advancing against the flow of Octoballers, ink a path along an edge and swim forward, careful to avoid contact with the rolling enemy. When possible, use Gushers to wipe out incoming Octoballers before making your move. Kingpin Octoballer

Octobomber



These large enemies hover in midair while tossing Splat Bombs. Since they make no contact with the ground, bombs are usually ineffective when targeting these enemies directly. Instead, sneak up on Octobombers without being seen and splat them at close range with your primary weapon. While hiding behind cover, toss Splat Bombs or Curling Bombs in an attempt to ink the

area around an Octobomber. When the surface below an Octobomber is inked, swim forward and attack.

Like Octobombers, Octocopters are airborne threats. But instead of attacking with Splat Bombs, they fire slow-moving blobs of purple ink-much like the Octotroopers. For best results, stay hidden until you can pop up out of your ink and ambush Octocopters with your Hero Shot at close range. While you can't hit Octocopters with a Curling Bomb, swimming within a Curling Bomb's ink trail is a great way to sneak up on these guys. In any case, rush forward and attack aggressively, as Octocopters tend to loiter just outside your primary weapon's range.

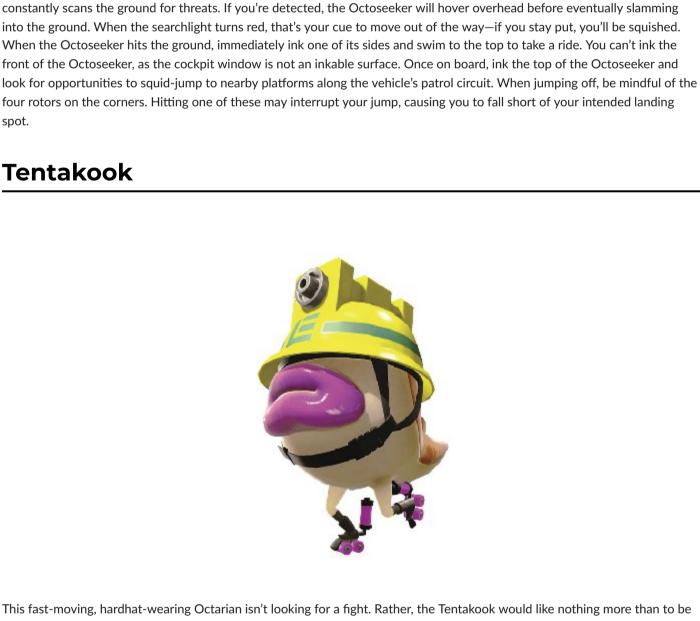
Octoseeker

spot.

Tentakook

Octostamp

Octocopter



left alone, running away as soon as you approach. These evasive enemies are tough to track down due to their quick

necessary to open vaults, so be sure to search the surrounding area once a Tentakook has been splatted.

movement speed and constant situational awareness. Be sure to avoid the Splat Bombs they drop as they attempt to escape. Your best bet is to corner the Tentakook on a platform where he has no opportunity to evade. Once he's cornered, approach the Tentakook with caution while firing your primary weapon or tossing Splat Bombs of your own. Tenta Missiles are also effective against these foes, allowing you to strike from a distance. Tentakooks usually carry critical items such as keys

The Octoseeker is essentially a helicopter piloted by an Octotrooper. This aerial vehicle is equipped with a searchlight that

This is the Ocotstamp's bigger, less-cute sibling. Like the Octostomp boss, this enemy tries to splat you by performing a faceplant. Lure the Octostamp DX toward you, then immediately sidestep as the enemy tilts forward. While the Octostamp DX is

facedown, ink one of its sides and swim up to its back. You can usually find interesting objects on an Octostamp DX's back, including keys and launchpads. There's no way to splat this enemy, so don't bother trying. Retrieve whatever you need from it

If you see a large pool of purple ink, there's a good chance an Octodiver is hiding beneath the surface, waiting to ambush you. These enemies perform just like their Octotrooper and Twintacle Octotrooper counterparts, but have the ability to stay

submerged within their ink until they encounter a threat. To avoid getting caught by surprise, take time to spread ink whenever you encounter large areas of purple ink. This forces Octodivers to the surface, making them easier to engage. Also watch out for the shielded variant of the Octodiver. If you encounter a Shielded Octodiver at close range, immediately swim away to avoid getting splatted by incoming blasts of purple ink. This may be a good opportunity to use Curling Bombs in an effort to

If you're detected by Octostamps, they'll come running at you before leaping into the air—this is your cue to move out of the way. Don't try shooting them while they're running at you, as hitting them in the face doesn't do any damage. Instead, wait until they land facedown on a platform, then shoot them in their exposed backs. Alternatively, coax them to an edge of a

platform and sidestep as they inadvertently leap off the side.

Octostamp DX

and move on.

Octodiver

Octosniper

Flooder

draw the Octodiver's attention.

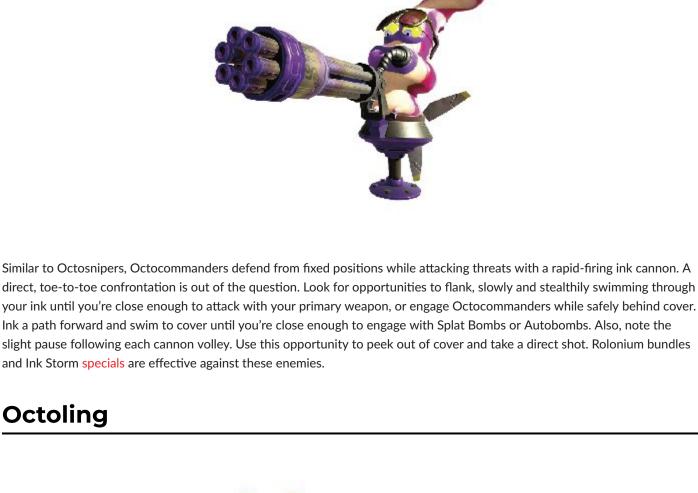


Towering above platforms on four stilt-like legs, Flooders constantly patrol, raining down purple ink. Like Squee-Gs, Flooders can't be destroyed, so you must avoid them. For best results, stay submerged in your ink to prevent being spotted. The Flooder's red targeting laser constantly scans for foes, and if you're detected, they'll move toward you. Break line of sight to avoid being chased. Curling Bombs come in handy during these encounters, allowing you to spread long lines of ink you can swim through. Maintain situational awareness at all times; otherwise multiple Flooders may converge on your location, leaving you no path of escape. If you can get high enough, drop down and ride atop Flooders—this is a good way to cross an area

you can't close the deal with bombs, ink an area next to the enemy, then swim through your ink, ambushing the Octosniper at close range with your primary weapon. Octocommander

Octosniper's turret fires a narrow steam of ink, capable of inflicting heavy damage. Watch the Octosniper's green targeting laser to determine which way the enemy is facing. When he's looking away, try to sneak up by spreading and swimming through your ink. Once close enough, hide behind cover and lob Splat Bombs or Autobombs in the Octosniper's direction. If

Octoling



Exhibiting the same capabilities as Inklings, Octolings are some of the most dangerous enemies you encounter. They're equipped with a variety of weapons, including Splat Bombs. Furthermore, they can swim and hide in their own ink, just like you. The standard Octolings are dangerous enough, but the Elite Octolings (with kelp growing out of their heads) are even more durable, capable of taking more damage. When possible, seek the high ground during Octoling confrontations, firing down on them with your primary weapon. If you can't splat them, limit their mobility by covering the ground with your ink. If

they get stuck in your ink, use Splat Bombs to take them out before they can submerge in their own ink and escape.

Humpback Pump Track, the Reef, Moray Towers, and Musselforge Fitness.

To get in some practice for Ink Battles, repeat the lairs occupied by Octolings. Fights against these enemies closely match the action you face in online battles. Also, many of these stages are repurposed from multiplayer maps, allowing you to get familiar with each arena, including

INK BATTLE REHEARSAL

Octotroopers patrol through purple ink, also manning slow-firing turrets. Whether fixed or moving, Octotroopers don't pose a huge threat. Spread ink near them and try to sneak up on them, splatting them at close range with your primary weapon. Or toss a Splat Bomb in their direction—if they can, they'll try to get away, sometimes running off the side of a platform. **Twintacle Octotrooper**

- Octotroopers are the foot soldiers of the Octarians and the most common enemy you encounter. They come in two variants: fixed and moving. The fixed Octotrooper remains in a stationary position, manning a slow-firing turret. The moving

Octotrooper

- their strengths and weaknesses. Here are some pointers for surviving each hostile encounter.
- **Octo Canyon** The Octarians Once again, the Octarians went to great lengths to infiltrate Inkopolis and steal the Great Zapfish. You can bet they're not going to return it without putting up a fight. You encounter a variety of enemies during your adventures in Octo Canyon, each with



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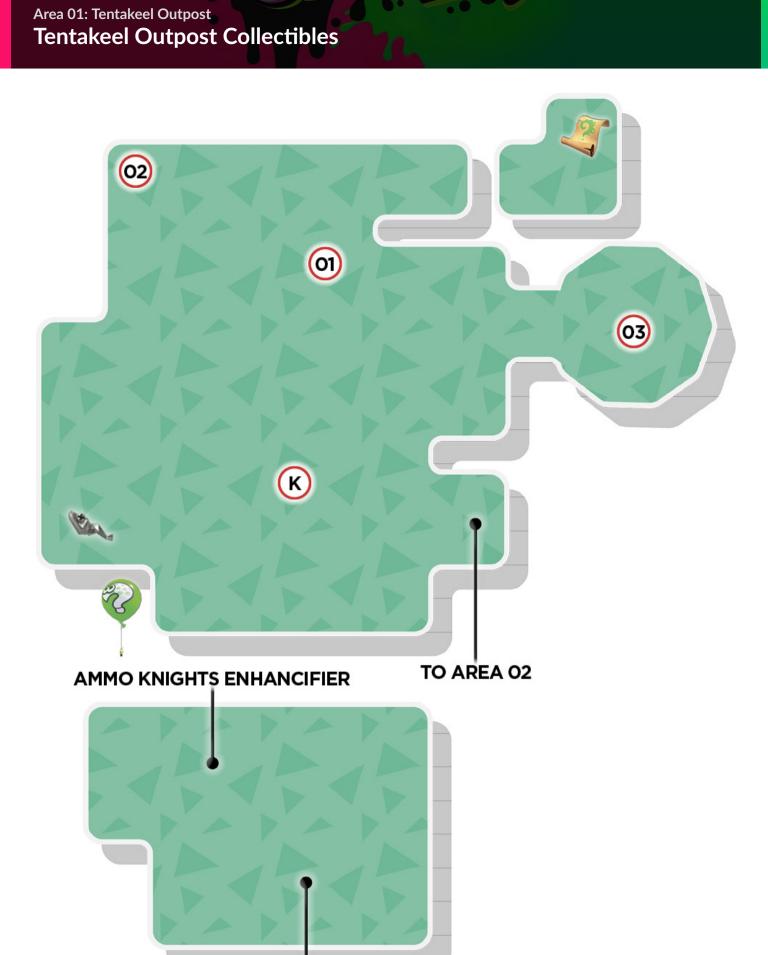
Area 01: Tentakeel Outpost

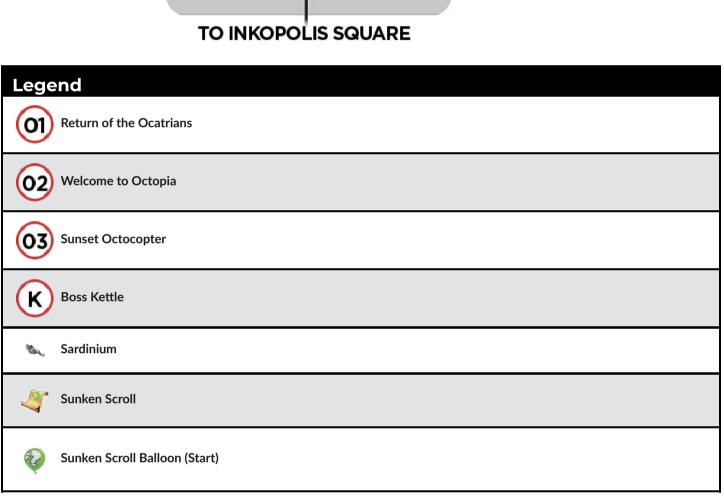
Overview



Welcome to Tentakeel Outpost, your first stop in Octo Canyon. Marie is grateful for your assistance in the fight against the Octarians. But do you have what it takes to rescue the Great Zapfish and restore power to Inkopolis Square? There are three areas you must clear in this zone, followed by an epic battle against the first boss—the toasty Octo Oven. Happy hunting, Agent 4!







Sardinium

nearby column, then squid-jump toward the platform to claim the Sardinium. When performing the squid jump, return to Inkling form before landing to prevent falling through the grate.

This area's Sardinium is located in the small orange crate on the platform near the central Boss Kettle. Ink the wall of the

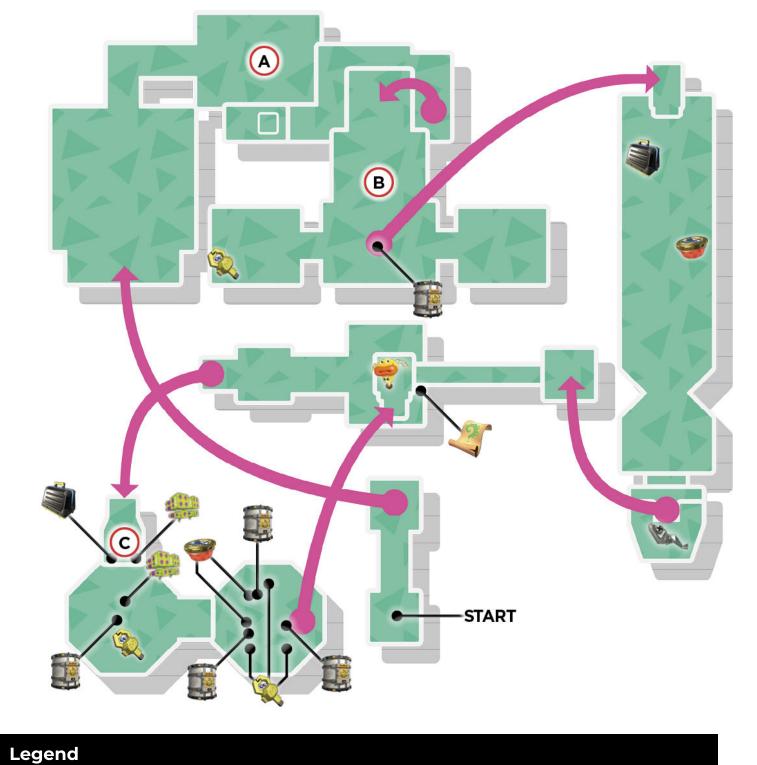


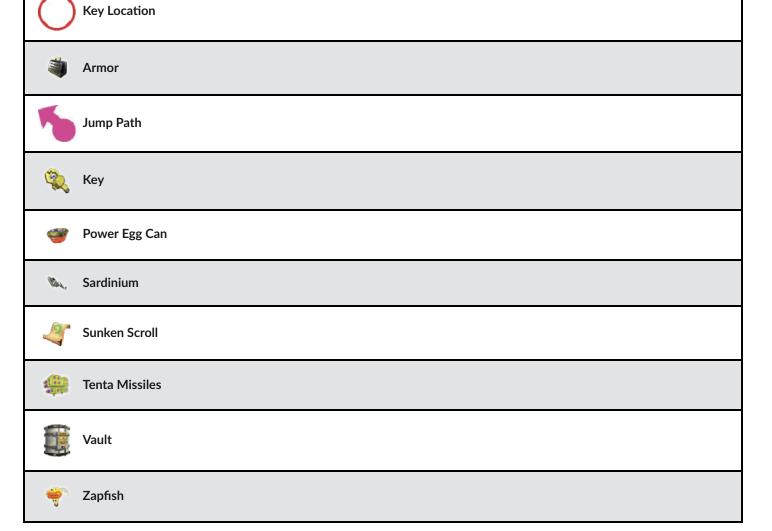
green arrows to locate the next six balloons in the sequence, leading you to this raised platform on the periphery. If you don't succeed on your first attempt, ink the path between balloon locations for easier travel—it's much faster to swim than run.

Shoot the yellow balloon floating behind the Sardinium platform to begin the chase for this area's Sunken Scroll. Follow the



Area 01: Tentakeel Outpost 01: Return of the Octarians



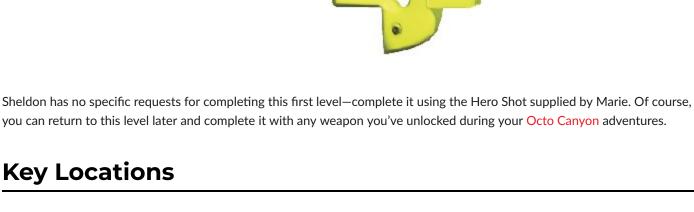


This entrance is located a few steps beyond the Boss Kettle, in the center of the platform. Simply ink the invisible entrance to make it appear, then hop inside.

Lair Entrance

0000 Save 3 more Zapfish!





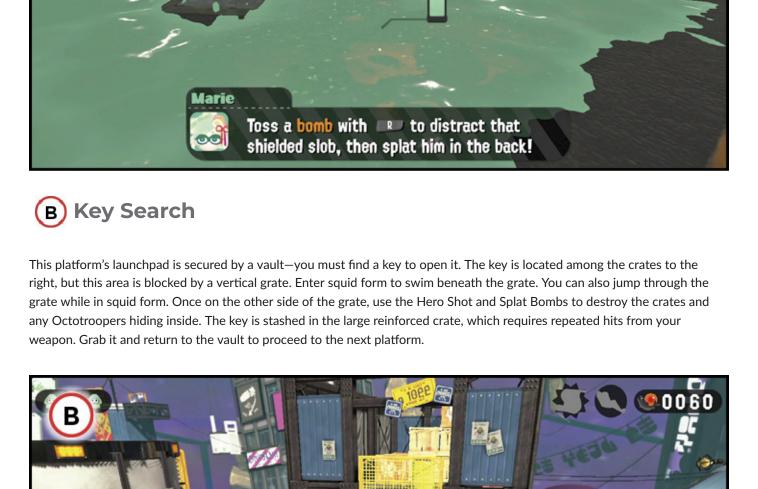
Flanking Maneuver The Shielded Octotrooper here is manning a turret with a protective shield. A frontal attack is not advisable, as the shield

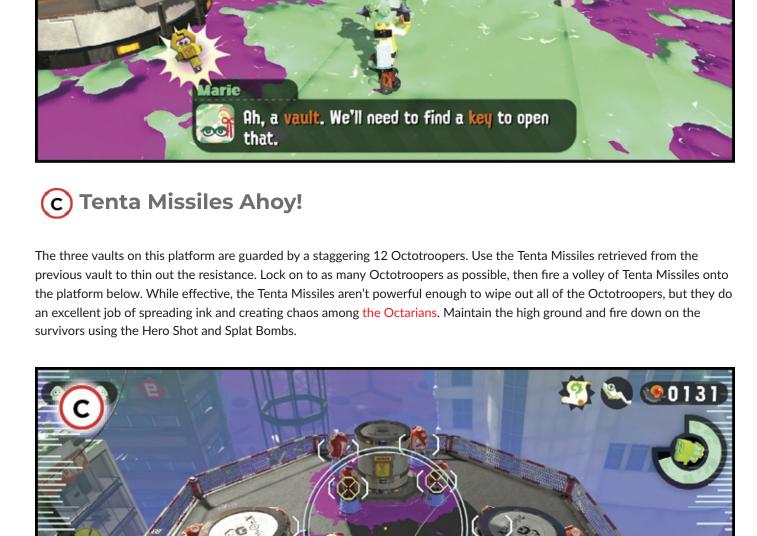
always protects the Octotrooper from taking damage. Therefore, slowly swim through the ink and flank the Octotrooper from

90015

the side. Maintain a slow speed while swimming, otherwise the Octotrooper will detect your movement and attack, spreading purple ink. Once you're behind the Octotrooper, pop out of your ink and open fire. Alternatively, you can toss a Splat Bomb behind the Octotrooper, making him rotate and exposing his back.



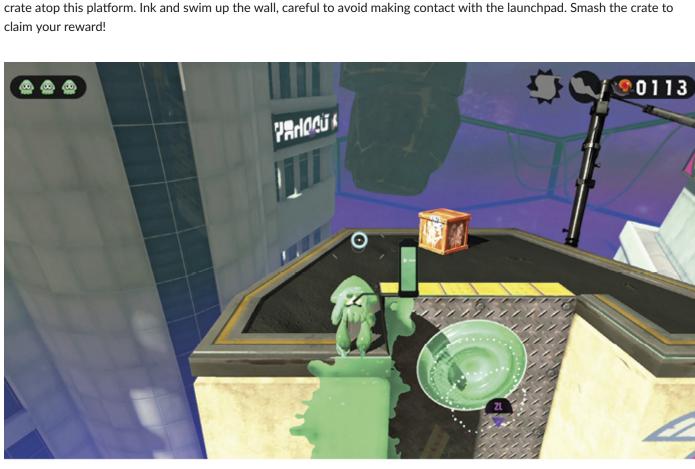


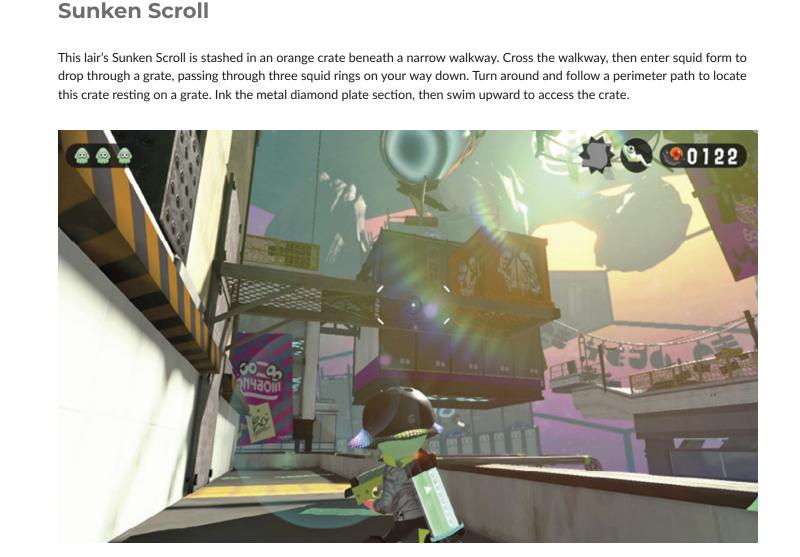


DII@E

Collectibles Sardinium Avoid this vertically oriented launchpad, behind the Shielded Octotrooper, until you've collected the Sardinium located in the

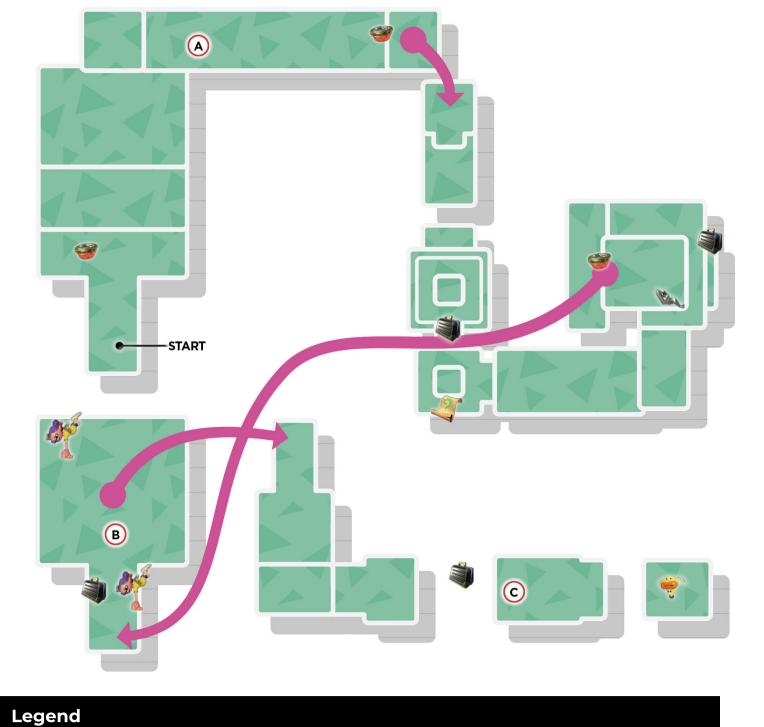
Fire when locked!

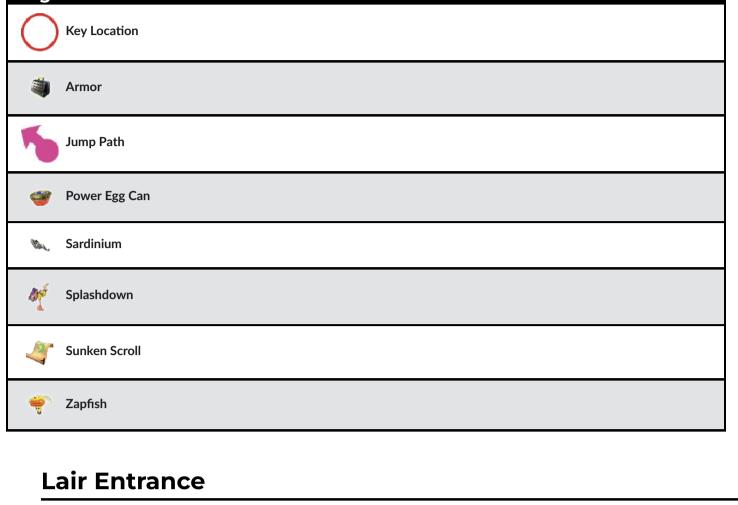


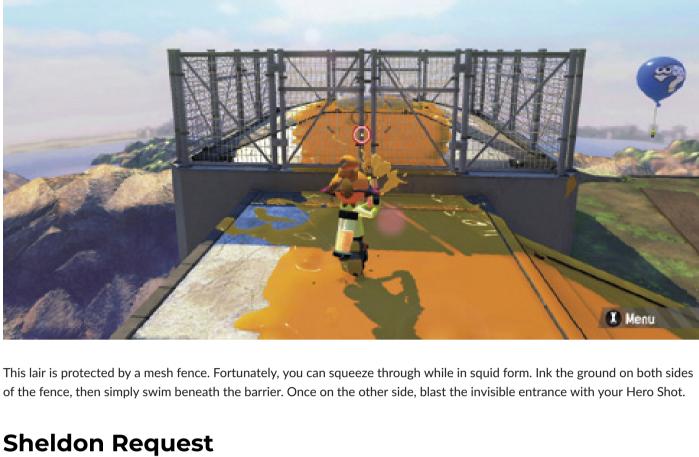




Area 01: Tentakeel Outpost 02: Welcome to Octopia







Save 2 more Zapfish!

Like the previous lair, Sheldon has no specific requests for completing this level, so proceed with the well-rounded Hero Shot. But be sure to return to this level once you've unlocked more weapons.

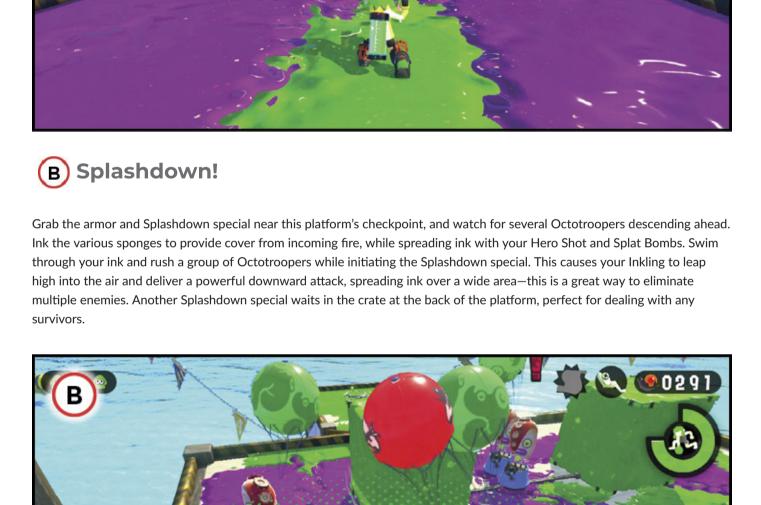
Key Locations A) Octopod Attack

areas.

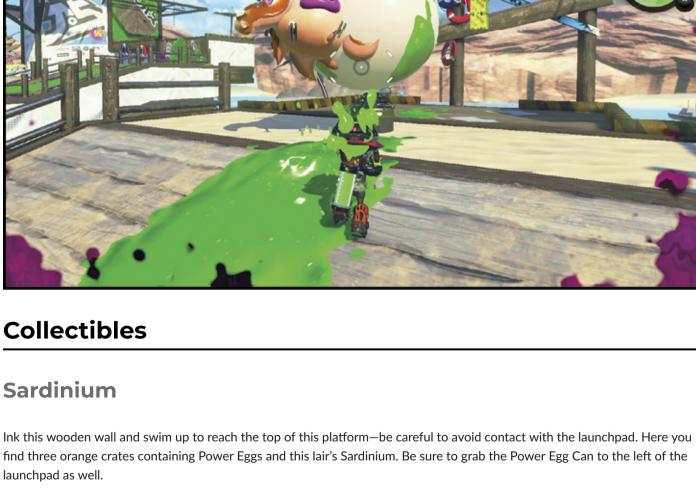
As you ascend to this platform, four Octopods can be seen descending in the distance. While you wait for them to land, ink a

Immediately shoot the Balloon Fish to trigger a massive explosion of ink, wiping out all four Octopods. Don't let the Octopods get too close—otherwise they'll explode, inflicting serious damage. Utilize Balloon Fish in the future to spread ink over large

path toward the Balloon Fish in the center of the platform. Once the Octopods land, they begin rushing toward you.



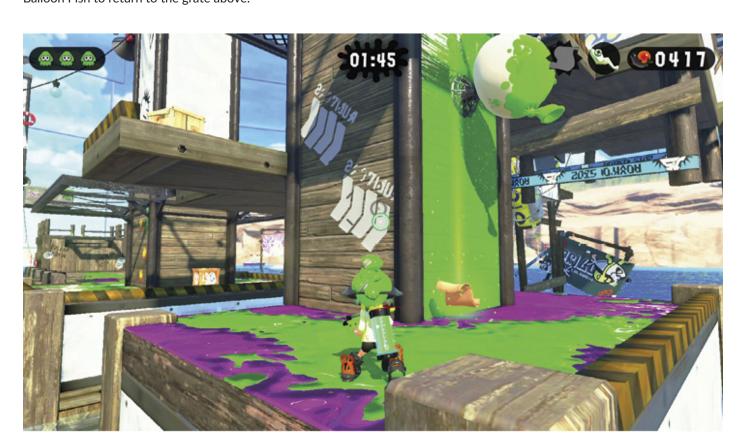
C Octobomber Rush Make your final push across a field of sponges, using Balloon Fish to ink a path toward the Zapfish. Just ahead, an Octobomber blocks your path. Octobombers toss powerful Splat Bombs, so avoid a prolonged duel. Instead, rush toward the Octobomber, spreading ink along the way, and target the Balloon Fish directly behind him. The explosion of ink dispersed by the Balloon Fish is powerful enough to take out the Octobomber and the orange balloon above his head.



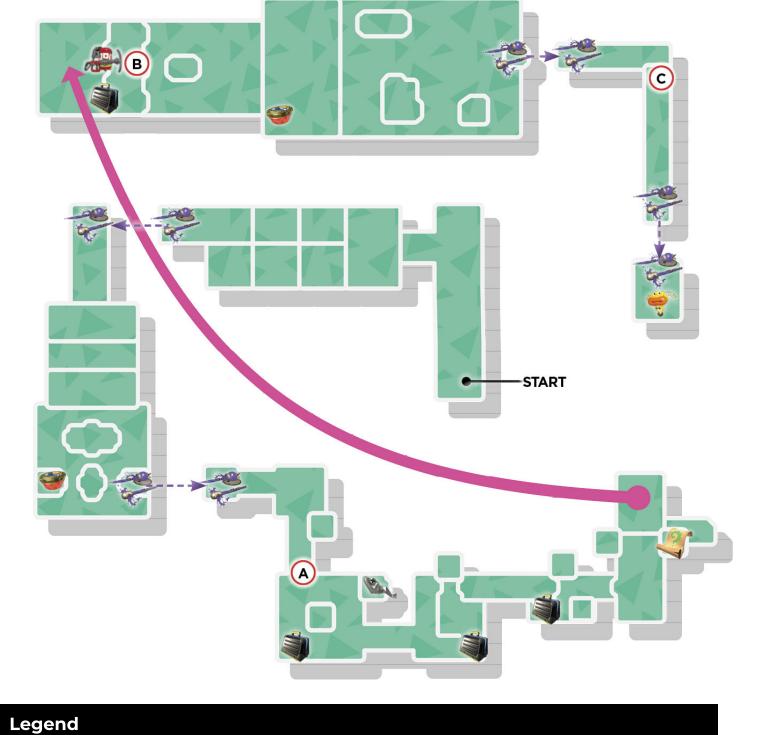
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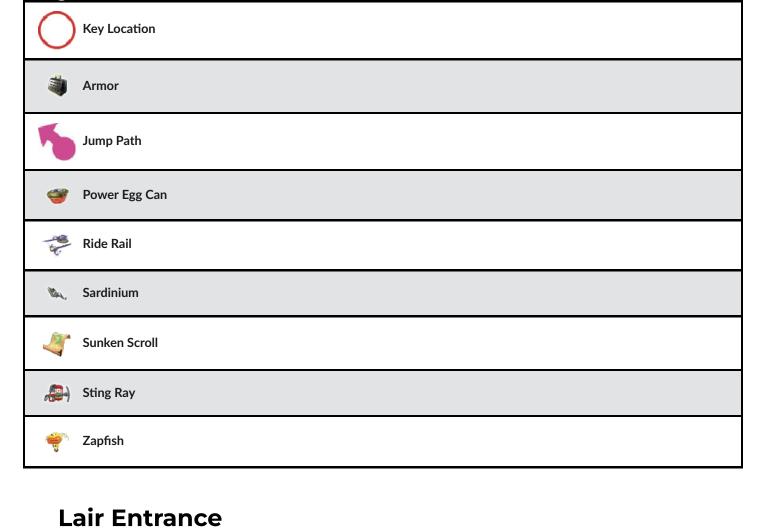


Balloon Fish to return to the grate above.



Area 01: Tentakeel Outpost 03: Sunset Octocopter





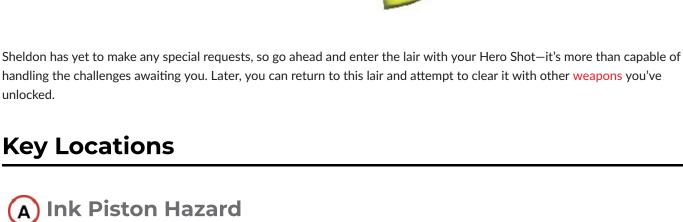
ink the invisible entrance to gain access to the lair.

Save | more Zapfish!

A cluster of wooden crates blocks the path to the third and final lair. Use your Hero Shot and Splat Bombs to clear a path, then

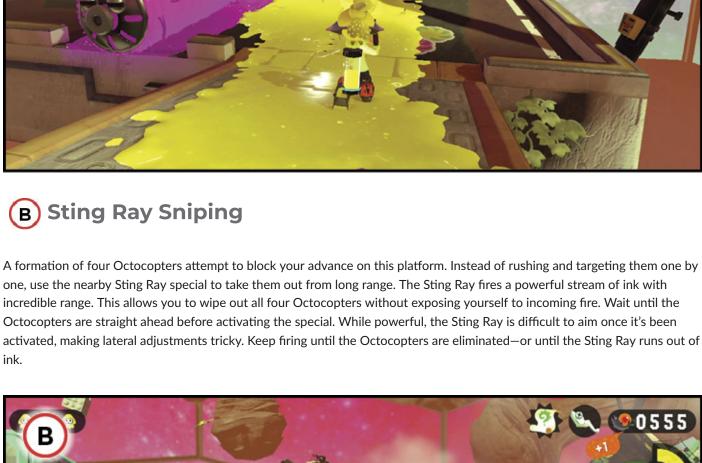


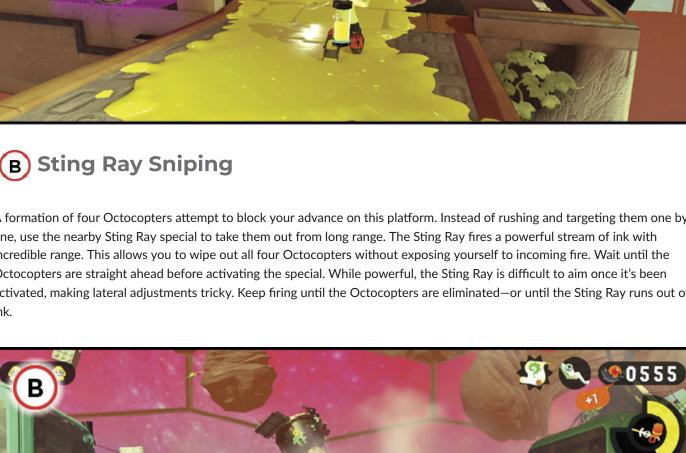
above this area.



As you traverse this platform, Marie warns you to avoid contact with these Ink Pistons. These are essentially rollers that extend and retract, leaving behind thin lines of ink. Wait for the Ink Pistons to retract, then ink a path ahead, careful to swim past each

piston before it extends. But don't get too distracted by the Ink Pistons-there are also troublesome Octocopters patrolling

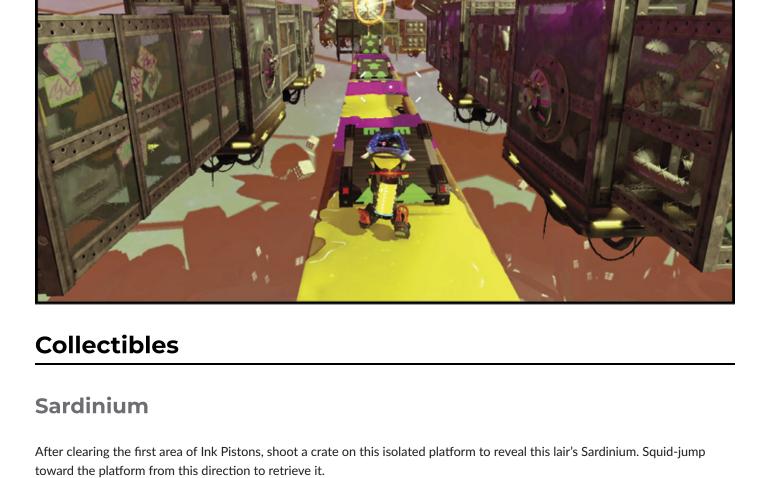


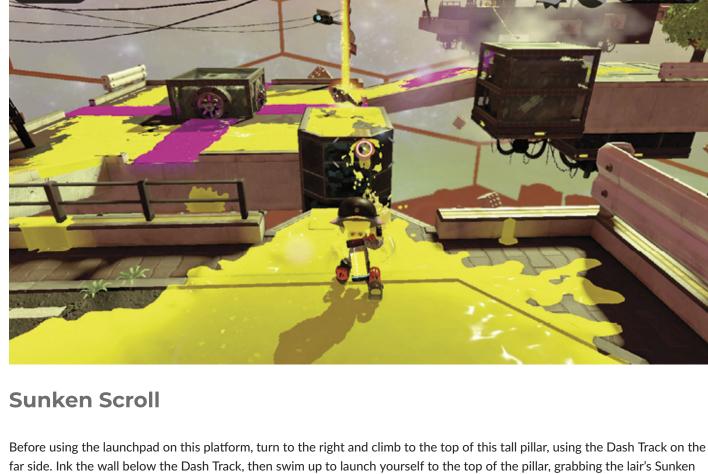


Press to start that thing up, then press to start squirtin'.

Marie

C Dash Track Escape An array of Ink Pistons flanks this final path leading to the **Zapfish**—you must use the three Dash Tracks to run this gauntlet. Take a moment to watch the pattern as the Ink Pistons extend and retract—there's a brief moment when none of the Ink Pistons are extended. Ink the ground in front of the nearby Dash Track and wait for the nearby Ink Pistons to retract. Immediately swim forward onto the first Dash Track. If you time it right, you'll automatically skip across all three Dash Tracks, avoiding contact with the Ink Pistons.





Scroll.



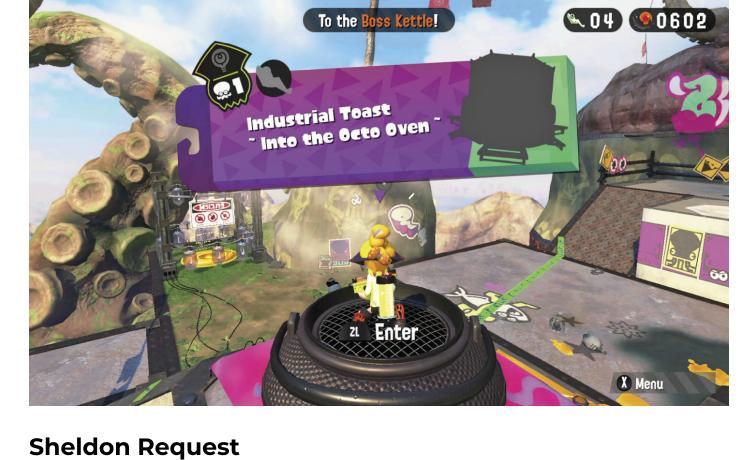
Boss Battle: The Octo Oven



After you collect all three Zapfish from the separate lairs, the Boss Kettle in the center of the platform opens, allowing you to

Boss Kettle Entrance

take on Octo Canyon's first boss, the Octo Oven.





once you acquire more weapons and upgrades. **Round 1**

The Octo Oven isn't just a clever nickname. This boss is a real oven capable of baking bread...and splatting Inklings. Lateral

doors closely—they rattle just before ejecting a loaf of bread. Each extended loaf leaves behind a thick patch of purple ink, so keep spreading ink of your own to prevent getting bogged down. Ink the area around the oven and swim laterally to avoid getting hit by the extending loaves.

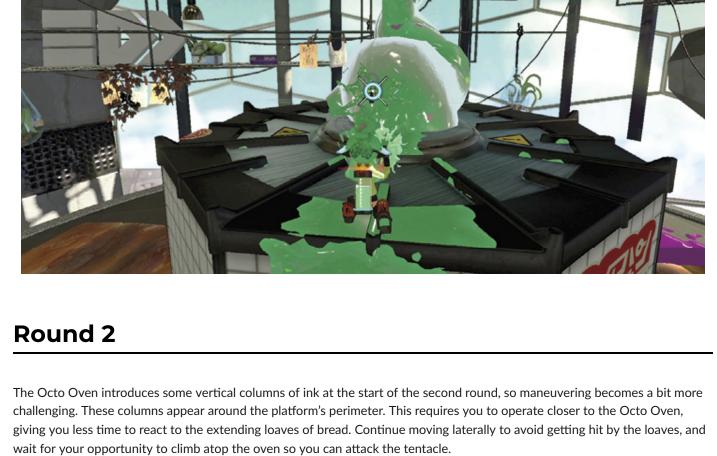
movement is key to avoiding getting smacked by one of the loaves of bread extending from the oven doors. Watch the oven

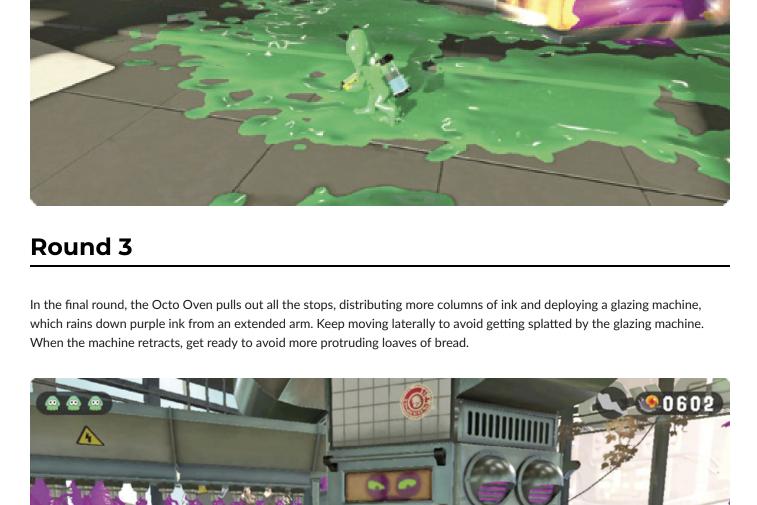


oven and swim upward to reach the top. Here you find a tentacle. Immediately shoot the tentacle as fast as you can to inflict

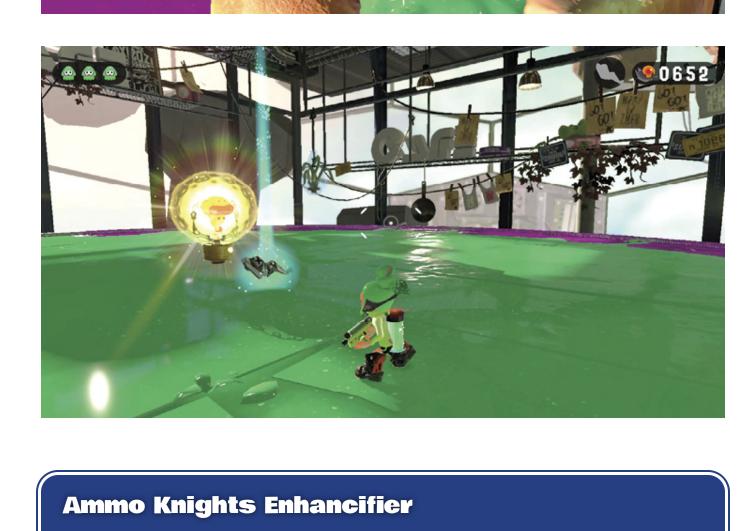
damage. When the tentacle explodes, you automatically jump down from the oven—time to get ready for Round 2!

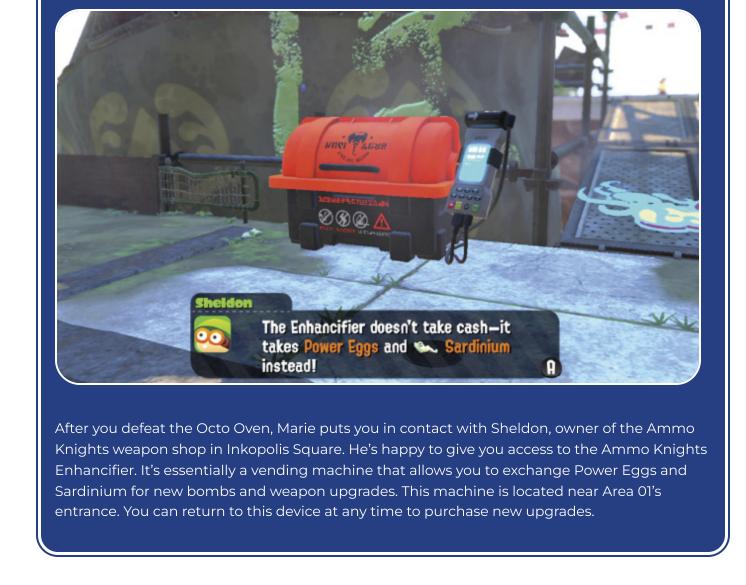
















Area 02: Suction-Cup Lookout

Overview

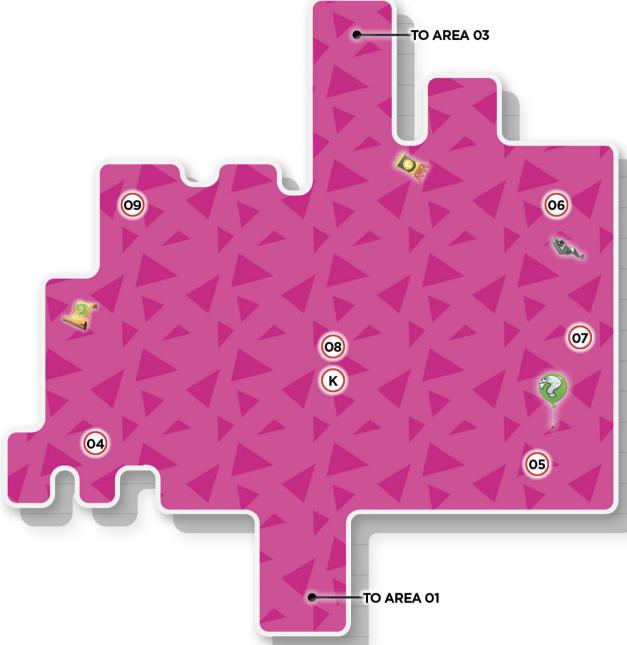


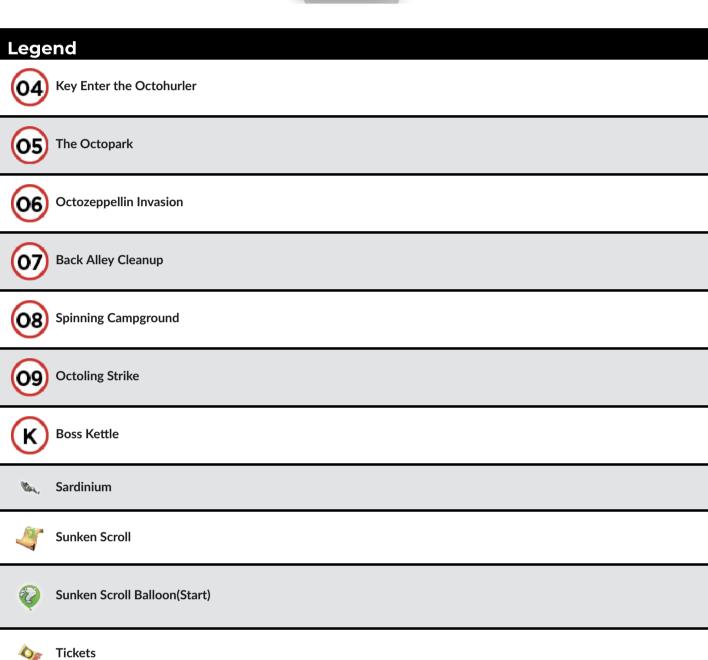
The search for the Great Zapfish continues as you enter Suction-Cup Lookout. This area presents more of a challenge, requiring you to free six Zapfish before confronting the next boss, the Octo Samurai. Now that Sheldon's on board with your mission, he's agreed to supply you with new weapons, including the Hero Roller, Hero Dualies, and Hero Charger.





Suction-Cup Lookout Collectibles





Sardinium

concealing this alcove, then continually shoot the reinforced crate until it surrenders its treasure.

This area's Sardinium is stashed in a reinforced crate in the alley between Lairs 06 and 07. Destroy the four wooden crates

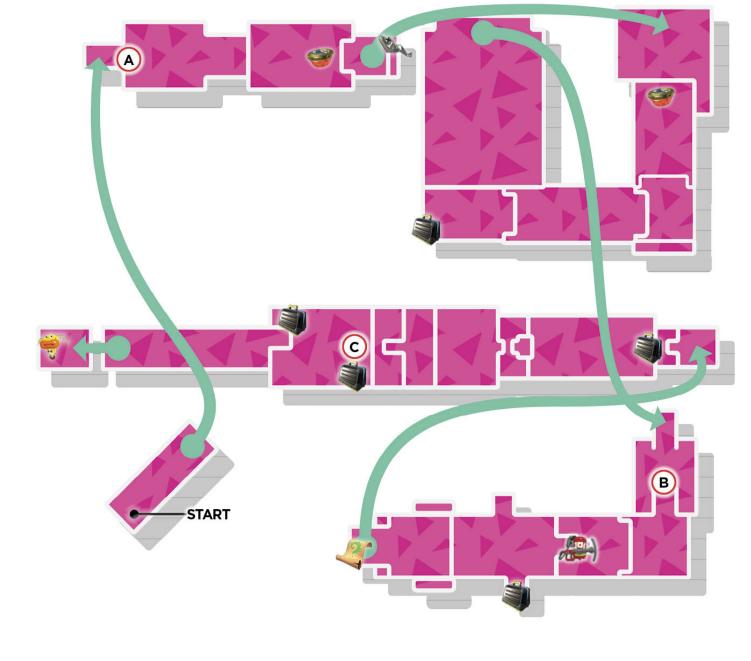


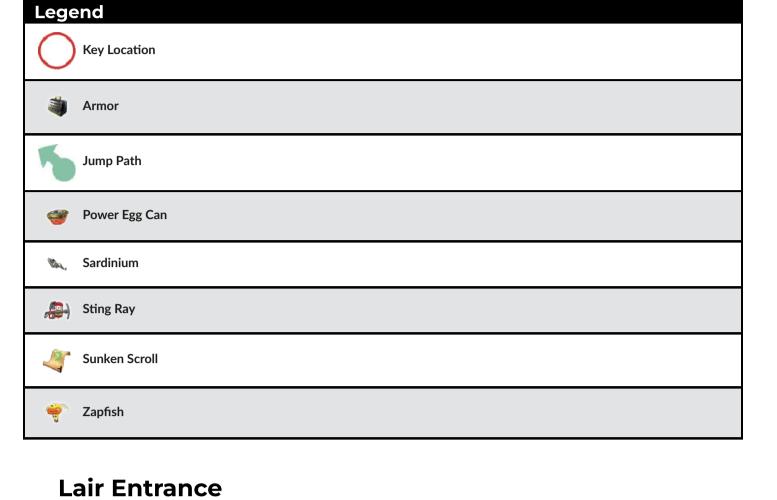
green balloon between Lairs 05 and 07. Follow the green arrows to the next sets of balloons. For best results, ink the path between balloons to facilitate swimming, as it's much faster than running. The final balloon floats above the platform near Lair 04. If you have trouble hitting all the balloons with the Hero Shot, consider trying again once you gain access to the Hero Charger, upon completion of Lair 06. This long-range weapon makes it much easier to hit those more distant balloons.

As in the previous area, you must shoot a series of green balloons to reveal this area's Sunken Scroll. Start by shooting the



Area 02: Suction-Cup Lookout 04: Enter the Octohurler

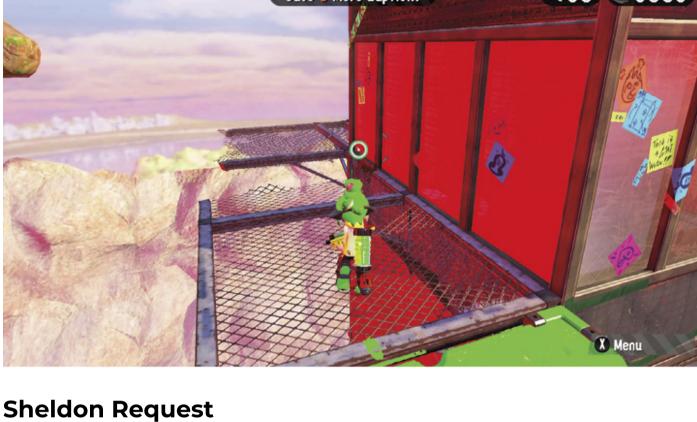


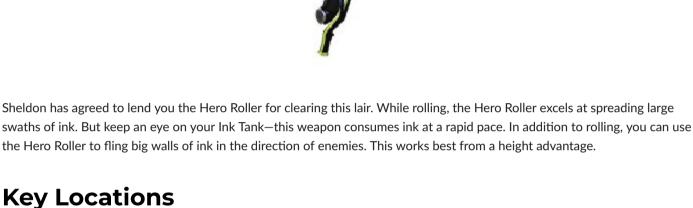


This lair is located a short distance from the area's entrance, and reaching it requires you to ink a couple of sponges. Be careful when crossing the damaged catwalk flanking the tower platform; stay in Inkling form and simply jump over the gap. If you

enter squid form, you'll fall through the catwalk grate.

₩ 06 № 0660 Save 6 more Zapfish!



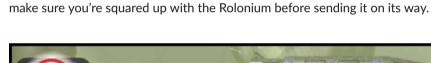


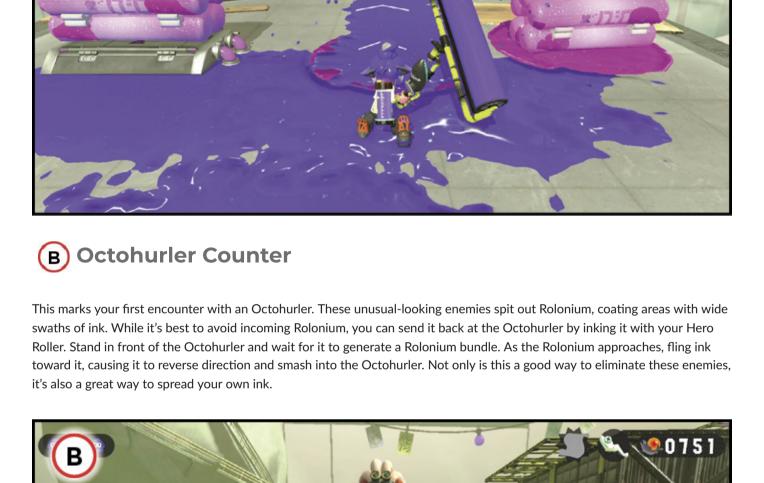
A Rolling Rolonium!

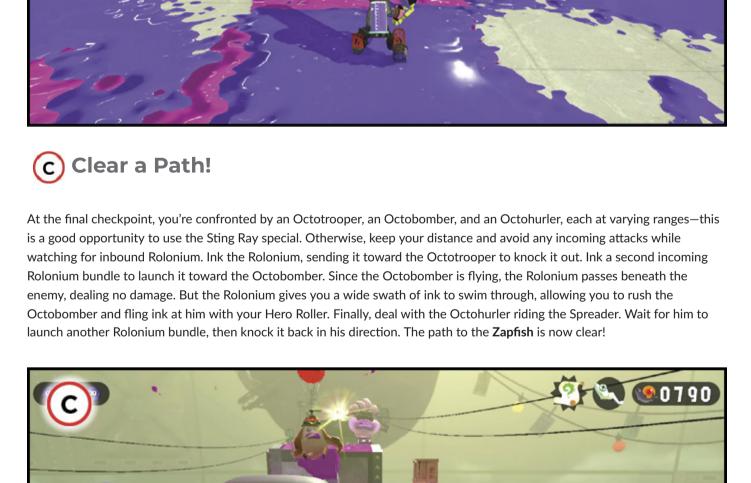
The Rolonium bundles found on this platform act similarly to your Hero Roller. Simply stand behind a bundle and smack it with

your Hero Roller to fill it with ink and send the bundle rolling forward at high speed, splatting anything in its path. Hide in your ink and watch the movements of the Octotroopers riding on the Spreaders. Once they're lined up, smack a Rolonium bundle to send it crashing into the Octotroopers. The angle from which you hit the Rolonium affects the direction in which it travels, so

Key Locations







Sardinium

crates. Smack one of these crates to retrieve this lair's Sardinium.

Collectibles

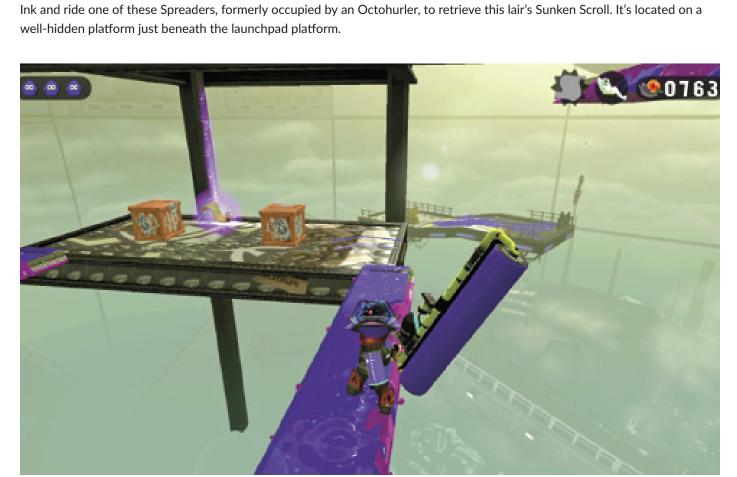
Sidestep the launchpad after encountering the first Rolonium bundles. Beyond the launchpad is a lower ledge holding two



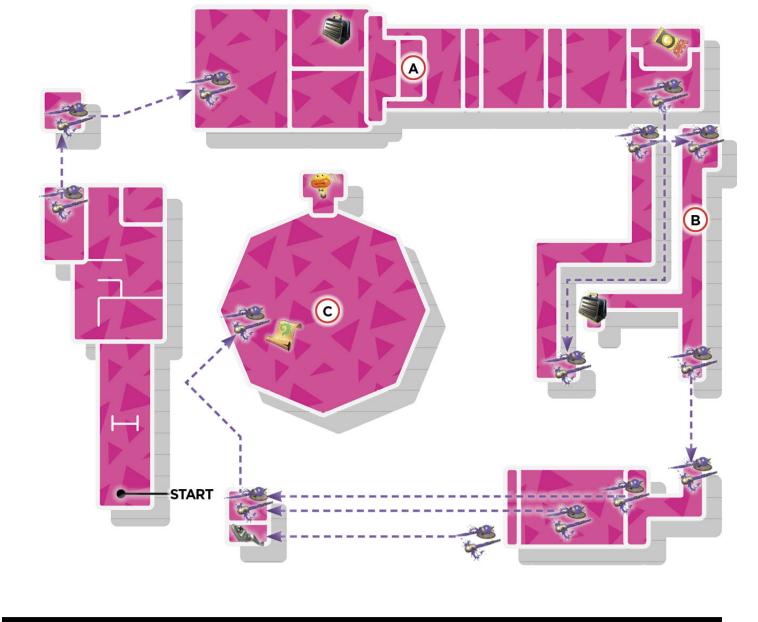
Sunken Scroll

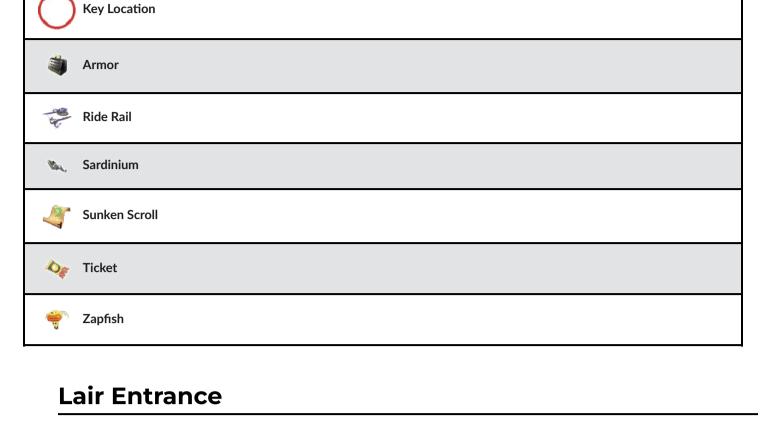
well-hidden platform just beneath the launchpad platform.

Perfect.



Area 02: Suction-Cup Lookout 05: The Octopark

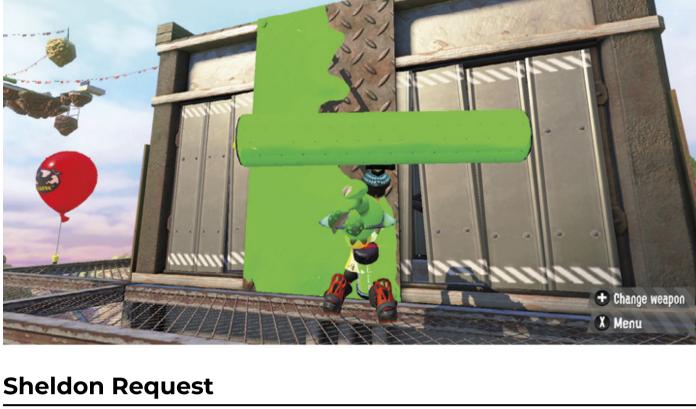




Lair 05 is located on another tower platform to the right of the area's entrance. Ink this vertical metallic piece of diamond plate to reach the top of the tower, then saturate the invisible entrance with ink.

Legend

07 0808 Save 5 more Zapfish!

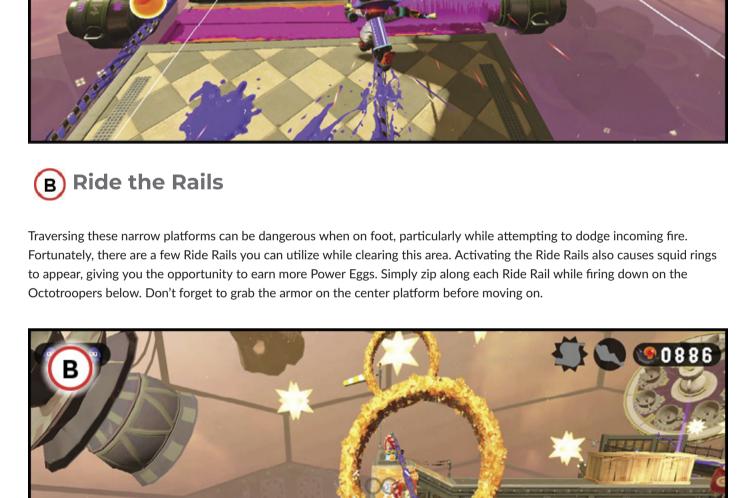


Key Locations



A) Ride Rail Zigzag This platform features two parallel Ride Rails suspended above a pair of Ink Pistons. Ride the rail on the right first, passing through the first squid ring. Immediately jump to the rail on the left, passing through the squid ring suspended between the two rails. Leap back to the rail on the right, then jump back to the left as you near another squid ring between the two rails.





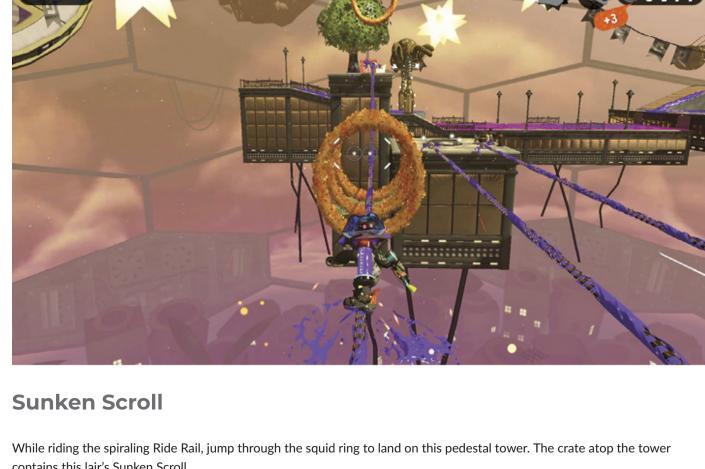
c Spiraling Ascent Immediately after reaching this platform, activate the Ride Rail to the left and hop aboard. This Ride Rail spirals upward, allowing you to stay on the move while engaging multiple Octotroopers—don't forget to target a few orange balloons on your way up. Constantly moving along the Ride Rail makes it impossible for the Octotroopers to hit you. Target the Octotroopers on the tower pedestals first. Once you reach the top tower, rain down fire and Splat Bombs on the surviving Octotroopers below.

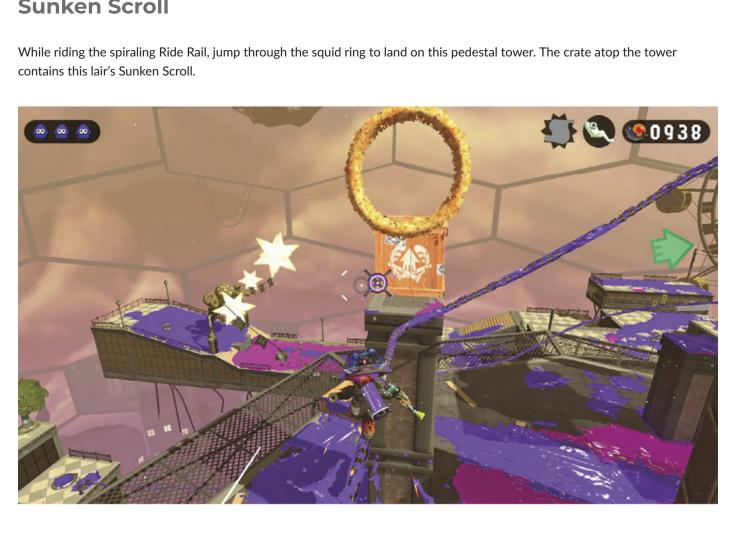
When riding the Ride Rails toward this platform, make sure you're on the leftmost rail. This rail leads up to a ledge containing this lair's Sardinium. If you miss it, consider restarting from the last checkpoint—there's no other way up here.

Collectibles

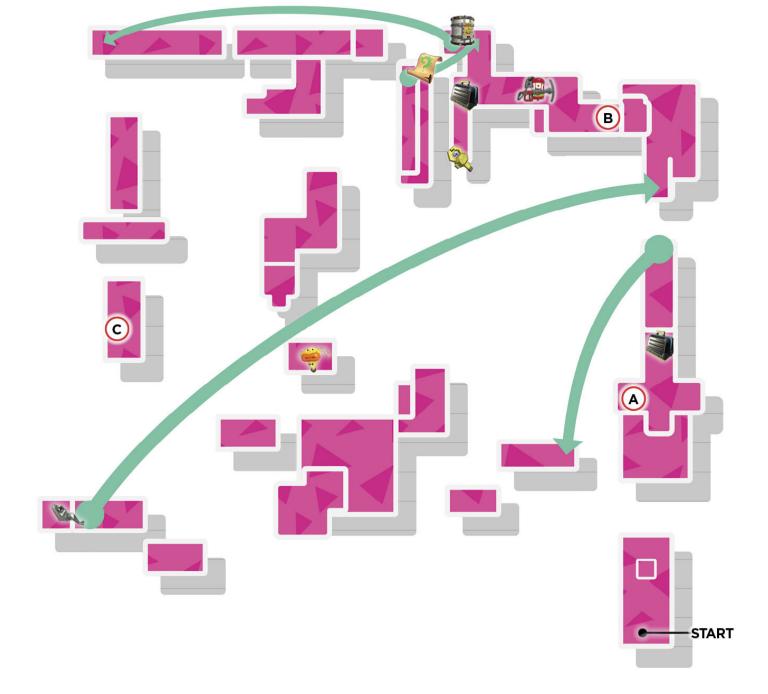
Sardinium

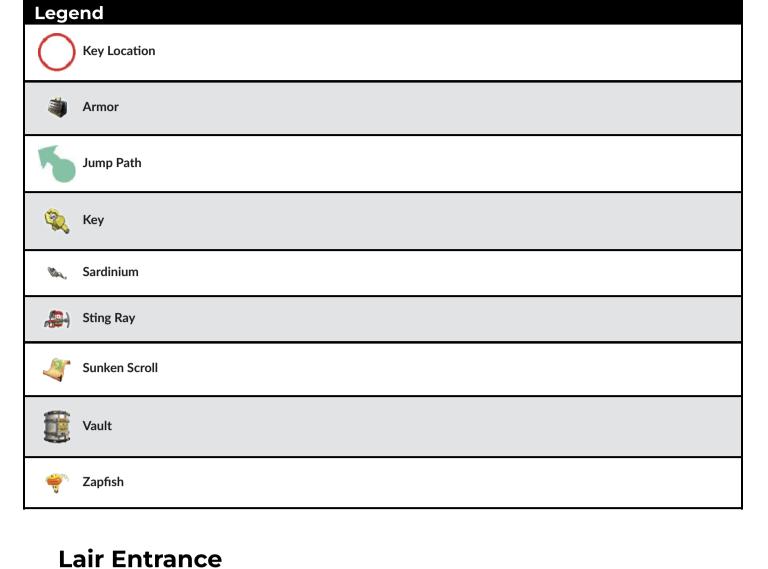
Going UP!





06: Octozeppelin Invasion



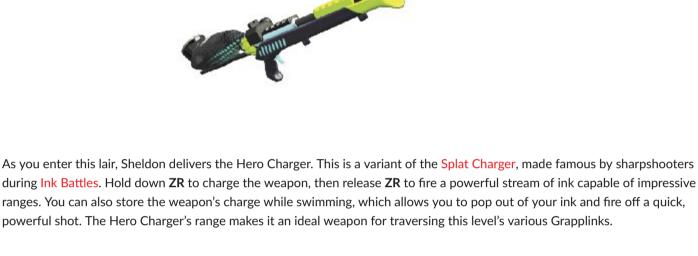


Track along the side of the tower. Ink the area just beneath the Dash Track before squid-jumping across—that's where you'll land. Swim upward to engage the Dash Track and launch yourself to the top of the tower.

Save 4 more Zapfish!

This lair is located atop a tall tower platform. Ascend to the top of this neighboring platform until you see the vertical Dash





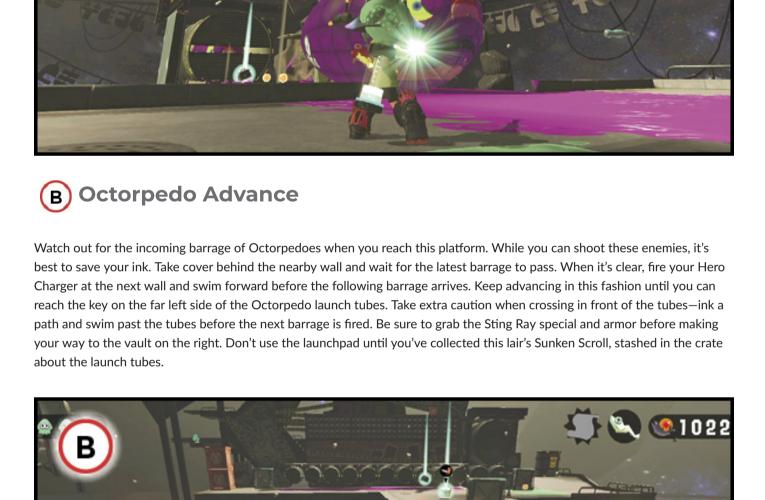
Octozeppelin Zap Octozeppelins are a continual nuisance in this lair. While they don't pose a direct threat, they're constantly in the way, leaving

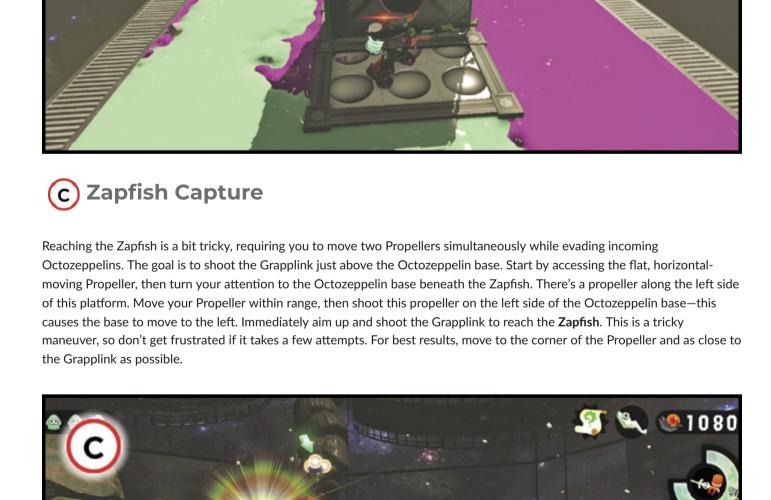
behind a wake of sticky purple ink. To eliminate an Octozeppelin, target the writhing tentacle on top. You'll probably need to

fully charge the Hero Charger to make this long-distance shot. Aim just ahead of the approaching Octozeppelin and wait for the tentacle to move within your Hero Charger's reticle before firing.

Key Locations







Octozeppelin appears.

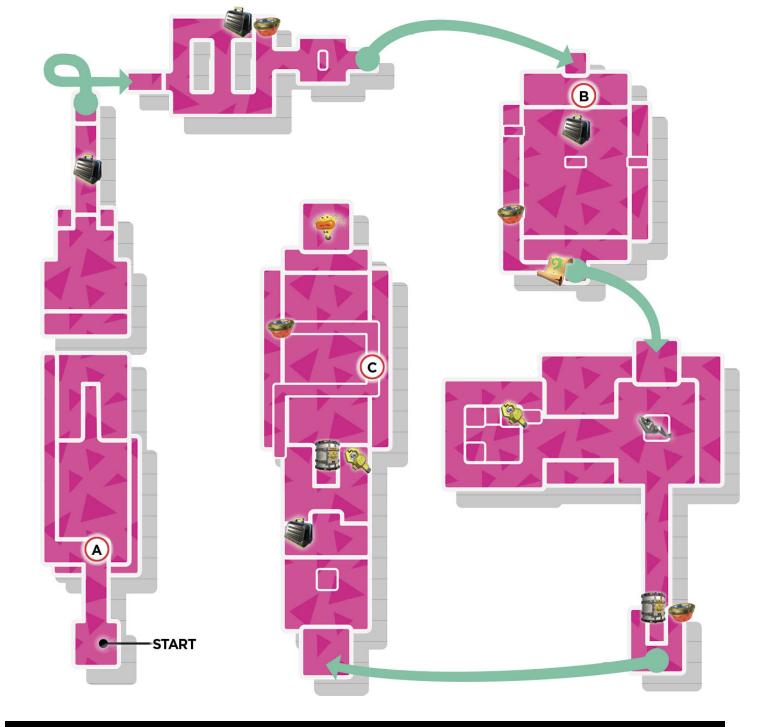
Collectibles Sardinium This Sardinium is located at the mouth of an Octozeppelin base, just beyond a launchpad. Step forward off the moving Propeller and aim at a freshly spawned Octozeppelin, taking it out with your Hero Charger. Swim forward immediately through

your ink, careful to avoid the launchpad, and grab the Sardinium. Quickly backtrack to the launchpad before the next





Area 02: Suction-Cup Lookout 07: Back-Alley Cleanup

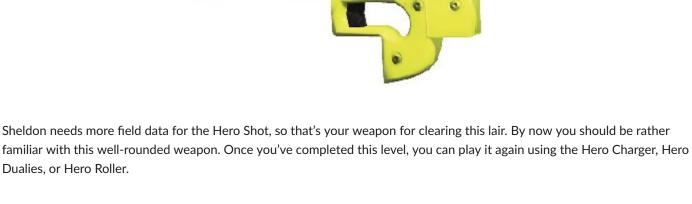




You must use a Dash Track to reach this lair, but a vertical grate blocks your path. Run across the Dash Track, then immediately enter squid form to pass through the grate. Now you can ink the invisible entrance to the lair.

Lair Entrance

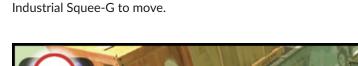


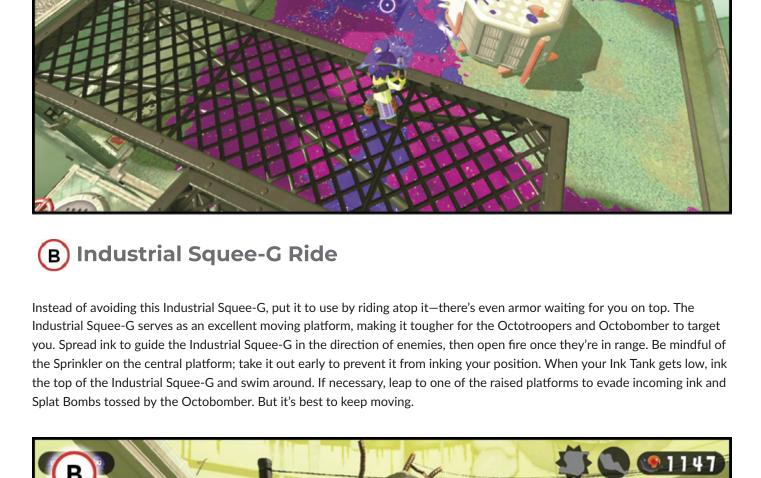


Key Locations A) Industrial Squee-G Ambush

The area below is guarded by three Shielded Octotroopers. Don't drop down to their level. Instead, maintain the high ground and fire down toward them. This causes an Industrial Squee-G to appear in the distance. These massive Squee-Gs operate just like regular-sized Squee-Gs, instinctively moving in the direction of your ink. Fire ink around the Shielded Octotroopers and watch with glee as the Industrial Squee-G runs over and splats your enemies. Simply spread ink wherever you want the

Dualies, or Hero Roller.





YEE-HAW! Ride 'em, squidkid! (c) Industrial Squee-G Rampage! This final area is swarming with Octotroopers. Fortunately, you can leverage the nearby Industrial Squee-G to help clear a path. Start by grabbing the key and unlocking the Industrial Squee-G. Next, advance along the raised catwalk, firing down on the Octotroopers below. As you spread ink, the Industrial Squee-G follows, eager to clean up your splotches. Fire your ink onto the ground, guiding the Industrial Squee-G toward the panicked Octotroopers. In most cases, you don't need to hit the Octotroopers—the Industrial Squee-G splats them for you. But don't lose sight of the Octotroopers on the catwalk during your

advance. Glance up and use Splat Bombs or your Hero Shot to deal with these threats. Once the area is clear, drop down onto

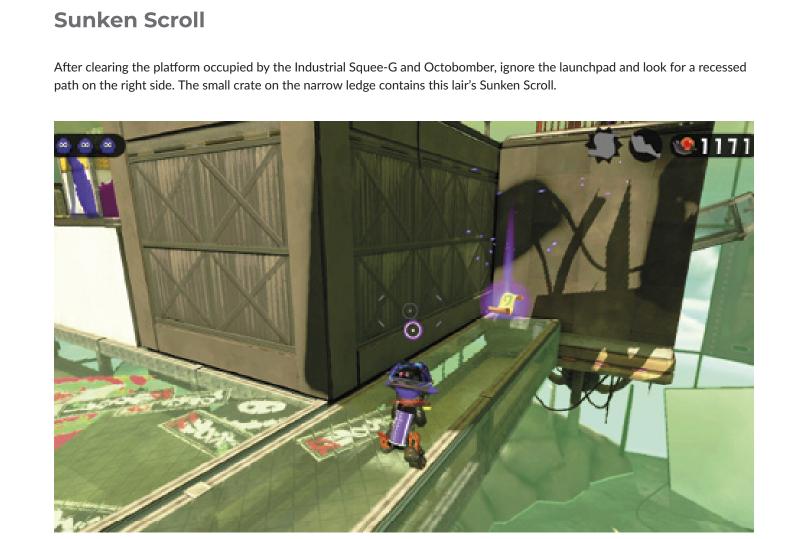
the Industrial Squee-G and ride it toward the Zapfish.

Sardinium

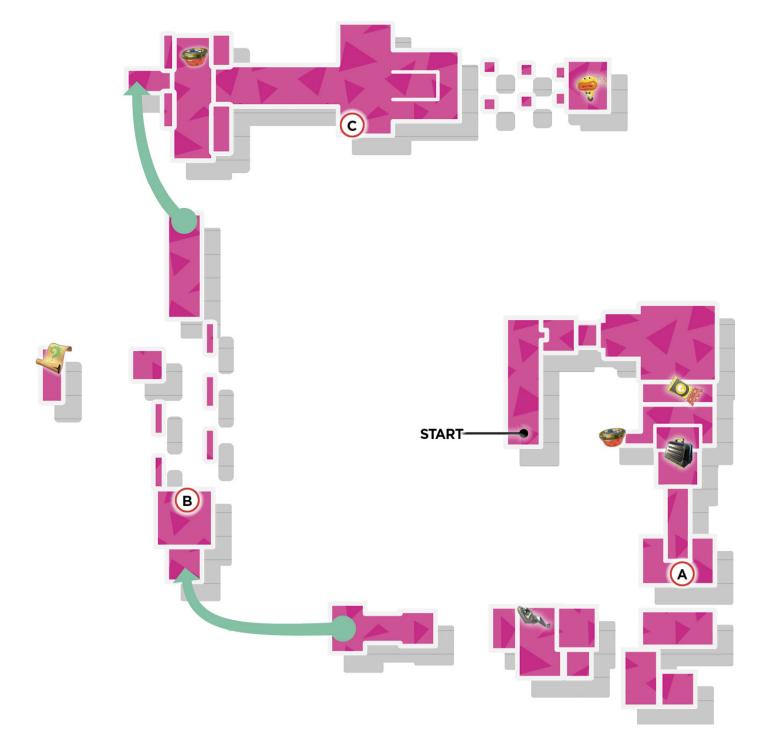
Collectibles

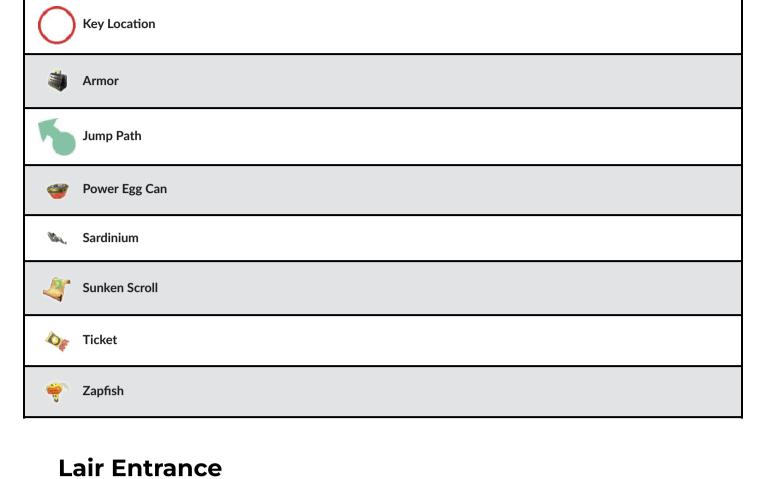
This lair's Sardinium is stashed in a box on a glass cube. The walls of the cube can't be inked, so you need to find another way





Area 02: Suction-Cup Lookout 08: Spinning Campground





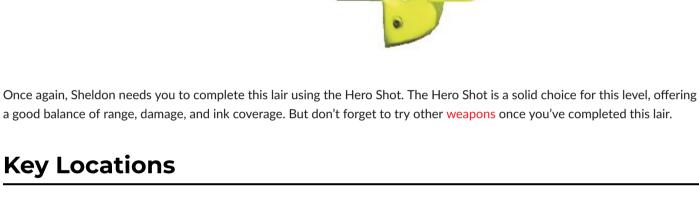
You must negotiate a pair of Dash Tracks to reach this lair. Look for a platform near the center with a vertical Dash Track. Ink the area just below the Dash Track and swim up the wall. As you make contact with the Dash Track, it launches you to the top

of the platform. From there, use the next Dash Track to reach the lair.

Legend

more Zapfish!

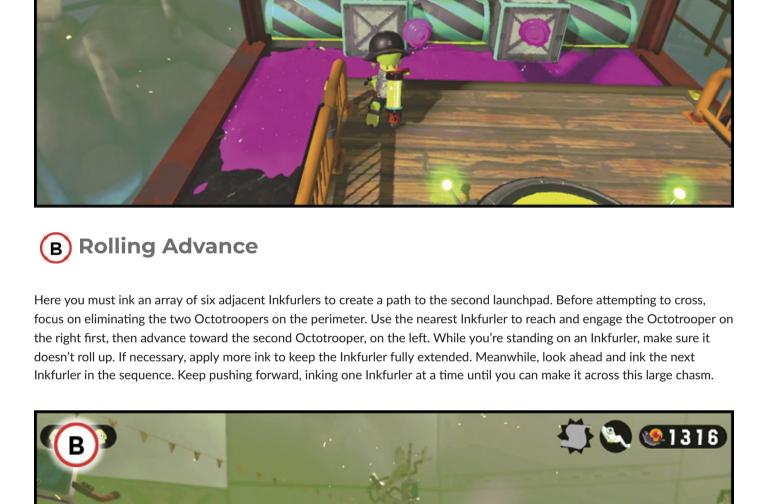


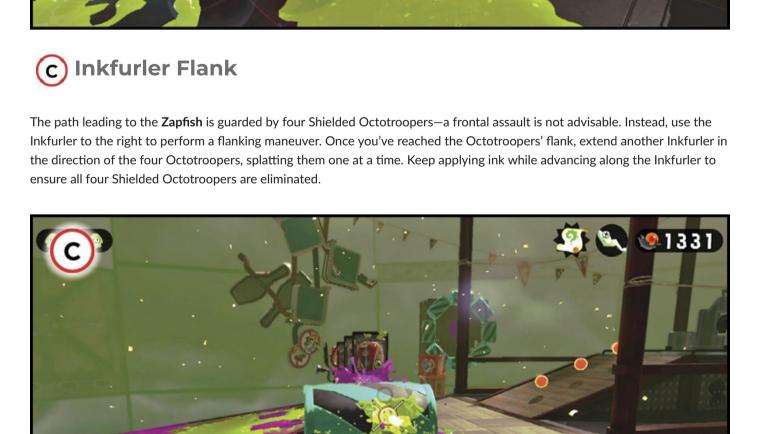


A Inkfurler Fury This path is blocked by three Shielded Octotroopers. Unfortunately for them, they've each established a defensive position in

Each Inkfurler requires repeated hits to extend to its full potential, so keep moving forward and firing as the device unfurls. Once fully extended, the Inkfurler splats the Shielded Octotrooper. Repeat the same tactic to eliminate all three Octotroopers. As you continue through this lair, look for more opportunities to use Inkfurlers offensively.

front of an Inkfurler. Drop down and ink an Inkfurler to cause it to roll out like a carpet in the direction of the Octotrooper.

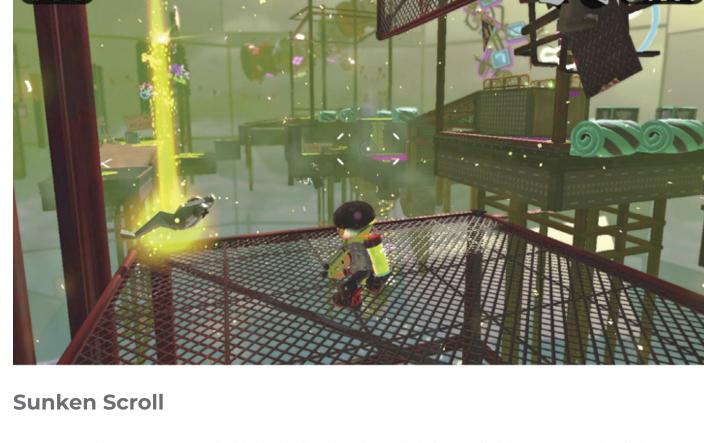


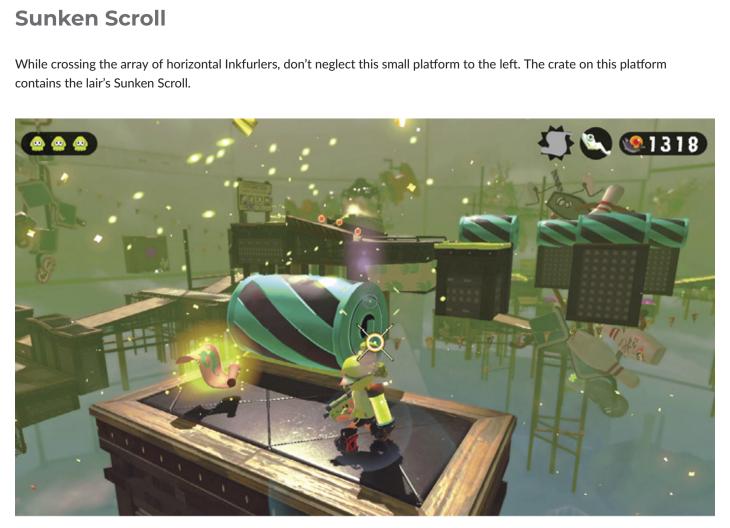


Before advancing to the first launchpad, drop down to this large grated platform. Splat the three crates in the corner to reveal this lair's Sardinium.

Collectibles

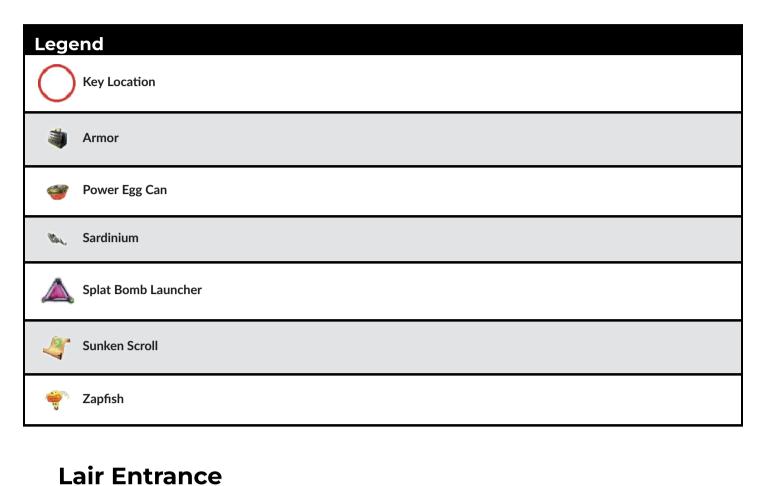
Sardinium







C В START



This lair is located atop a tall tower on the area's periphery. Ink the sponge at the base of this raised Dash Track to move into

run across the Dash Track and launch yourself toward the tower. As you make contact with the tower, immediately swim up the inked wall to access the lair.

position. If you haven't already, shoot the Balloon Fish attached to the side of the tower, coating the nearby wall in ink. Next,



Sheldon Request

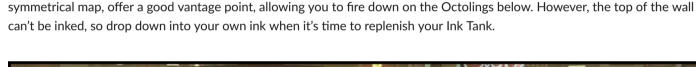


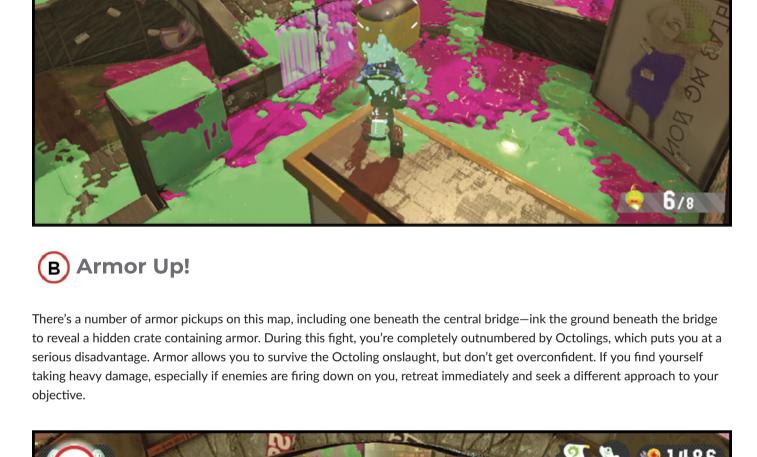
Key Locations High Ground

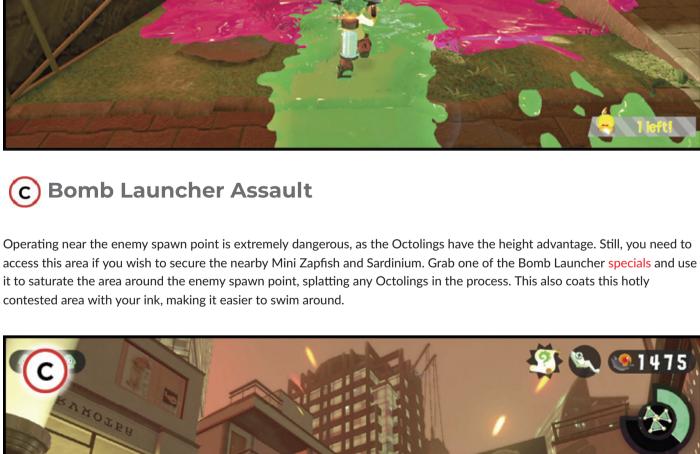
makes it easier to spot the Mini Zapfish-look for the columns of yellow light. These walls, located on both sides of the

In this battle you must locate and free a total of eight Mini Zapfish scattered about the stage. As indicated by Marie, eight Mini Zapfish have the power of one normal Zapfish. Whenever possible, take the high ground to get a better view of the area. This

Hero Charger.







Collectibles Sardinium



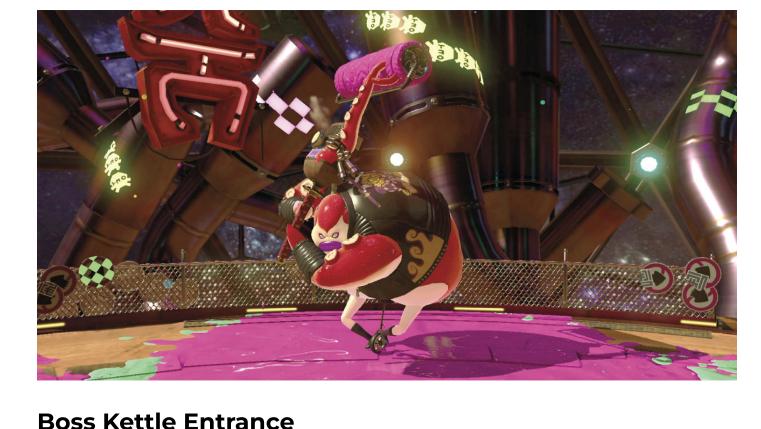
Sunken Scroll

This lair's Sunken Scroll is stashed in a hidden crate behind a Splash Wall. Destroy the Splash Wall, then ink the ground behind it to reveal the hidden crate.





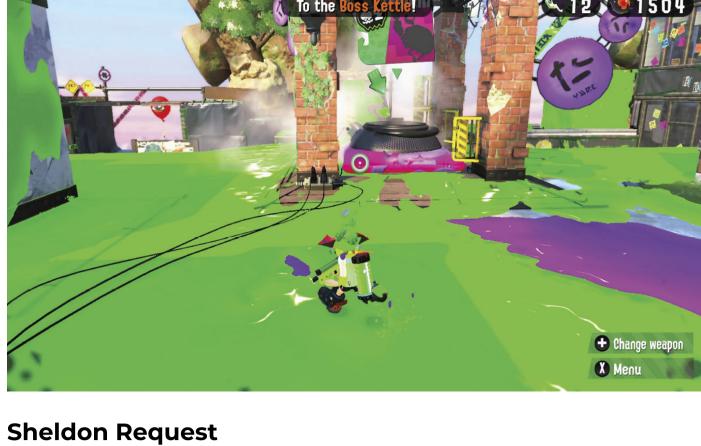
Area 02: Suction-Cup Lookout **Boss Battle: The Octo Samurai**

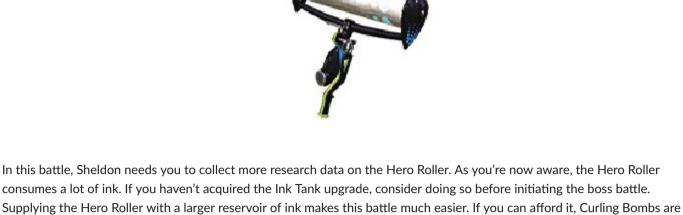


Area 02's Boss Kettle opens once you've collected a total of six Zapfish. The kettle is located in the center of the area. Before

Ink Tank—you should have more than enough Power Eggs and Sardinium to afford the upgrade.

entering the kettle, consider traveling back to the Ammo Knights Enhancifier in Area 01. Now's a good time to upgrade your





another worthwhile upgrade. **Round 1**

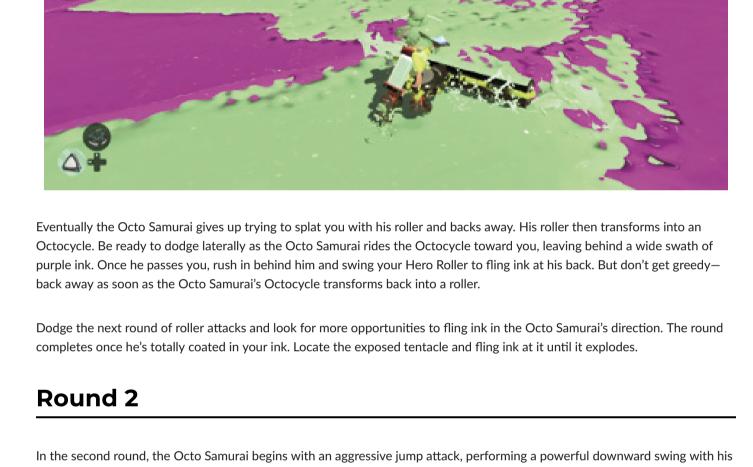
As you enter the arena, the Octo Samurai emerges from a pool of purple ink, armed with a massive roller. As the fight gets underway, start rolling ink toward the Octo Samurai, then circle around him as he initiates a series of downward thrusts with

his back to deal some damage.

his roller. As long as you keep circling him, you should have no problem avoiding these attacks. Keep an eye on your Ink Tank, though, and be ready to swim if it starts running low. If you can get behind the Octo Samurai, stop momentarily and fling ink at







Samurai to recover following this attack, so use the opportunity to get behind him and fling ink. **90004**

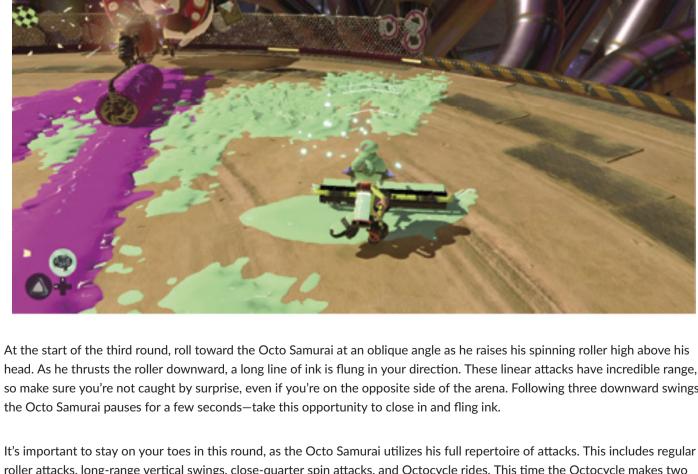
roller. As soon as the round begins, start rolling ink laterally in an effort to dodge this fast attack. It takes a while for the Octo



When the Octo Samurai raises his roller like a baseball bat and you hear a high-pitched sound, back away. This is the sign that he's about to initiate a spin attack, in which he swings the roller a full 360 degrees and creates a ring of purple ink around him. The Octo Samurai also breaks out the Octocycle, attempting to run you down. Stay on the move throughout this round and look for opportunities to counter. Your best bet is to strike following a jump attack or Octocycle attack, when the Octo Samurai leaves his back exposed for a few seconds. This gives you just enough time to rush in and fling ink at his back. Keep hitting him until the exposed tentacle returns, allowing you to complete the round. **Round 3**

Quick, Agent 4! Dodge!





so make sure you're not caught by surprise, even if you're on the opposite side of the arena. Following three downward swings, It's important to stay on your toes in this round, as the Octo Samurai utilizes his full repertoire of attacks. This includes regular roller attacks, long-range vertical swings, close-quarter spin attacks, and Octocycle rides. This time the Octocycle makes two passes, so keep moving once you've dodged the initial run. Continue inking circles around the Octo Samurai while watching for

opportunities to fling ink. Each successful hit covers the Octo Samurai in ink-keep hitting him until he's fully coated to draw out the exposed tentacle one last time. Smack the tentacle until it explodes, then collect the Sardinium and Zapfish to

complete the battle. You can now access Area 03!

CURLING BOMB COUNTER

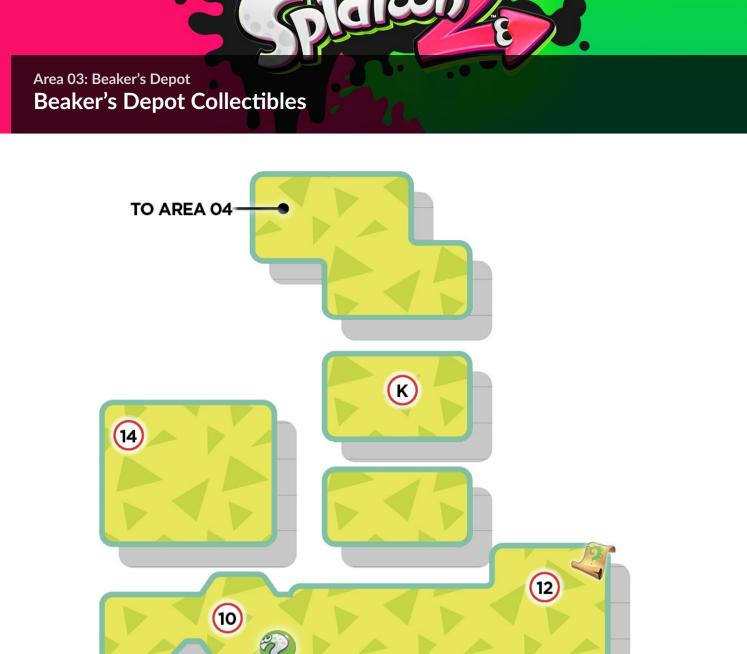




Area 03: Beaker's Depot Introduction

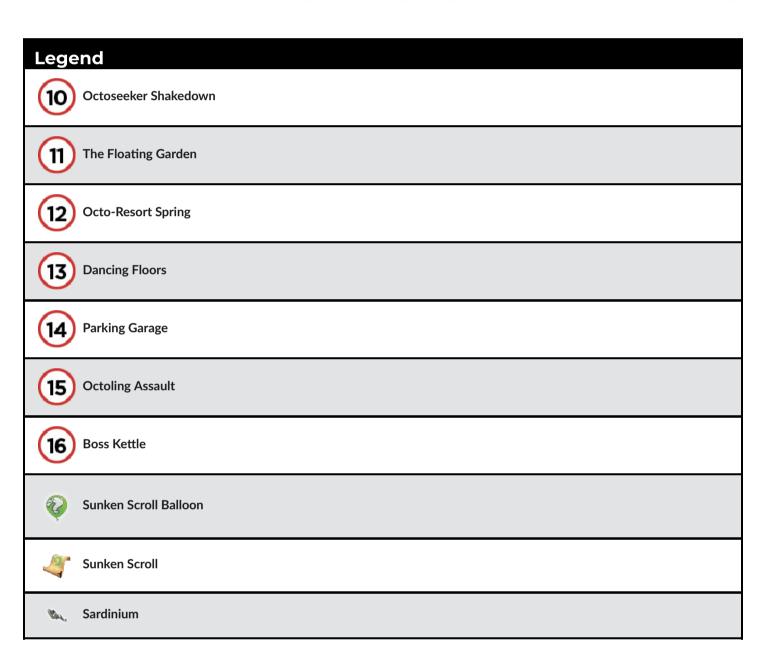


Your decisive victory over the Octo Samurai has opened a path to Beaker's Depot, the third area in Octo Canyon. Both Marie and Sheldon are thrilled by your progress thus far, but the challenges are about to ramp up. As in Suction-Cup Lookout, you must track down a total of six Zapfish to unlock this area's Boss Kettle and initiate a showdown with the Neo Octostomp. Sheldon has two new weapons for you to try out in this area: the Hero Slosher and Hero Splatling.



15

13)

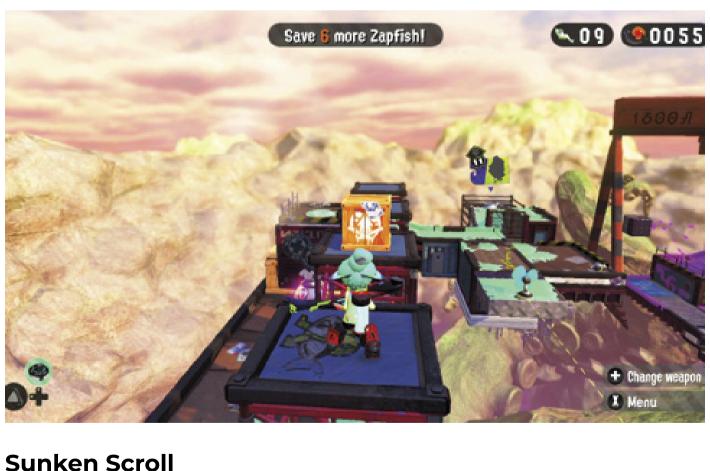


Sardinium

11

TO AREA 02-

The crate containing this area's Sardinium is located on this tall pillar near Lair 13. Equip the Hero Charger and ride the nearby Propeller until you can see a Grapplink near this pillar. Shoot the Grapplink with the Hero Charger to access this platform. Next, ink the pillar near Lair 13 and swim to the top. From here you can hop across the pillars to retrieve the Sardinium.

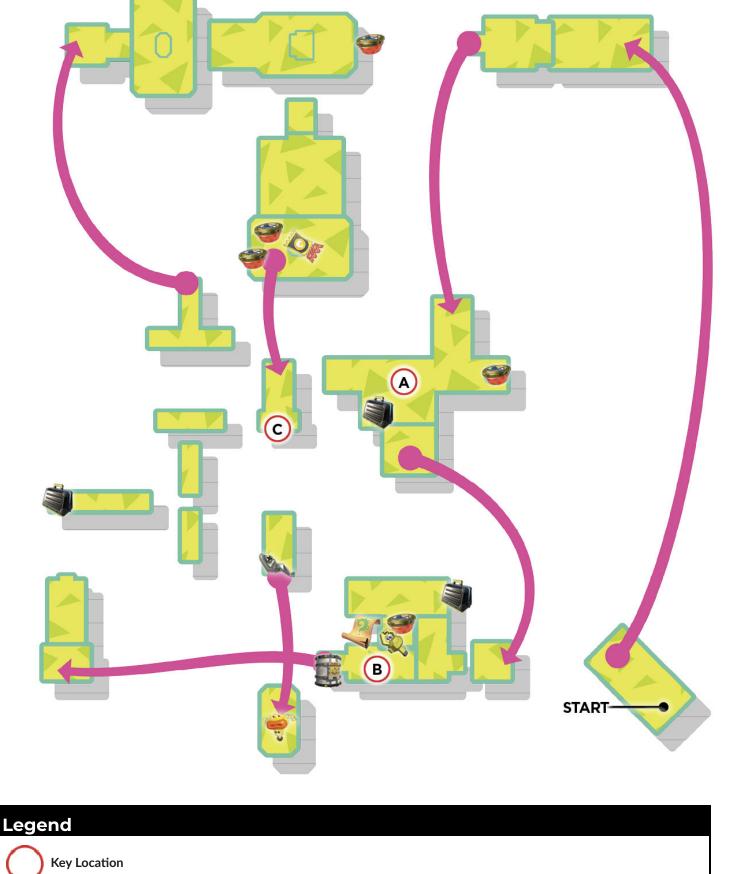


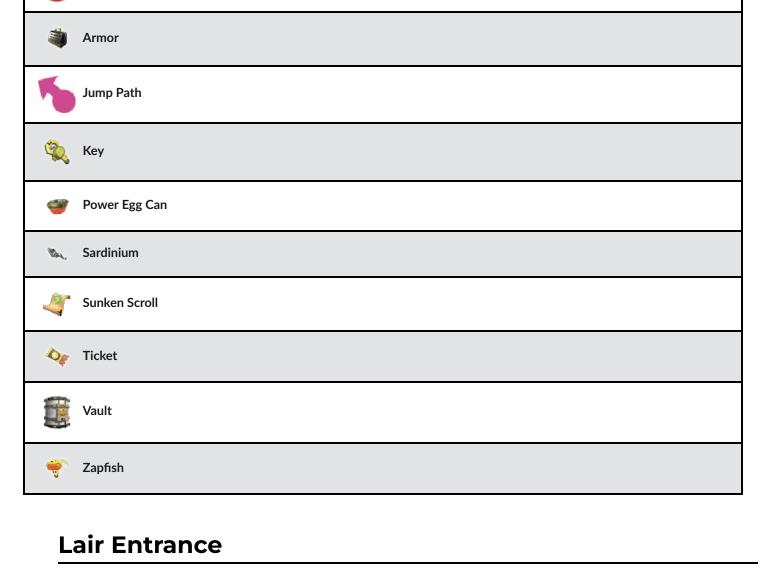
Sunken Scroi

The blue Sunken Scroll balloon is located near the base of Lair 10. Equip the Hero Charger and shoot the first balloon. Follow the green arrows to a series of more balloons, including a few along a Ride Rail. Continue shooting balloons after the Ride Rail, following them to a Propeller near Lair 12. Drop off the back of the Propeller, following the green arrow to the final balloon hidden behind some crates on this ledge.



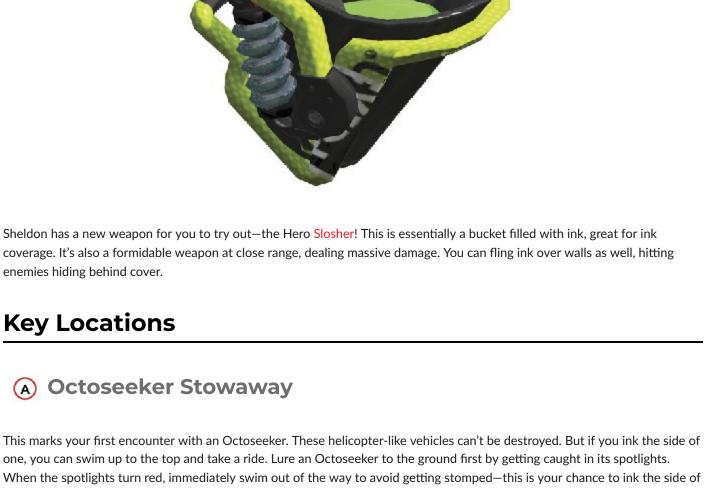
10: Octoseeker Shakedown







🖥 more Zapfish!



the vehicle and swim atop. Riding on Octoseekers is a great way to reach areas that are otherwise off-limits. Ride this Octoseeker to gather the nearby armor and Power Egg Cans stashed in crates on the pillars. Ink the top of the Octoseeker to facilitate high-speed squid jumps. Take care to avoid the Octoseeker's rotors. They don't inflict damage, but they may interrupt your jump, causing you to fall.

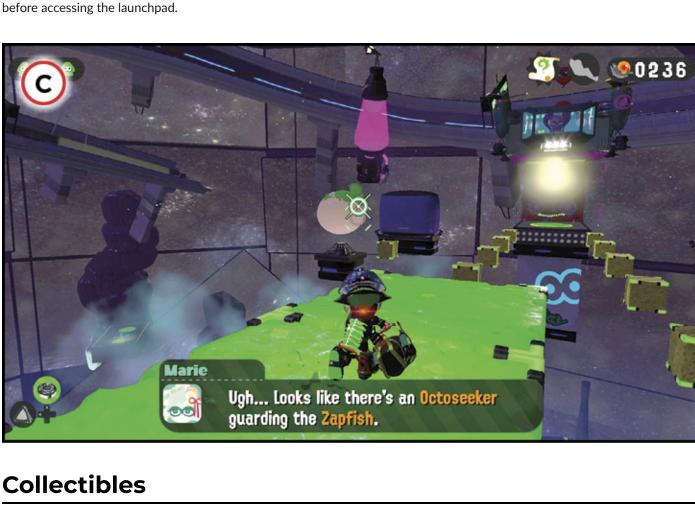
B Lock and Key There's a flurry of activity on this platform, along with a vault requiring a key. Do your best to avoid getting spotted by the Octoseeker, particularly while you're dealing with the Octotroopers guarding the key. If you hide in your ink, the Octoseeker

will continue its patrol. Once you've eliminated the Octotroopers, smash the crates in the alcove beneath the tower to retrieve the key, then return to the vault to unlock the launchpad. Before leaving this area, hitch a ride on the Octoseeker to grab a

Power Egg Can on top of the tower. The Sunken Scroll is also located nearby, beneath the sponge area.

© Sponge Dash Reaching the Zapfish requires you to cross a series of sponges while avoiding an Octoseeker patrolling above. Speed is the key

to traversing this area. Use your Slosher and the nearby Balloon Fish to expand the sponges, then dash (or swim) across. Even if the Octoseeker spots you, you've got a few seconds before it comes crashing down, causing the sponges to shrink. Make your way to the launchpad on the distant platform to escape this area and acquire the Zapfish. Consider grabbing the Sardinium

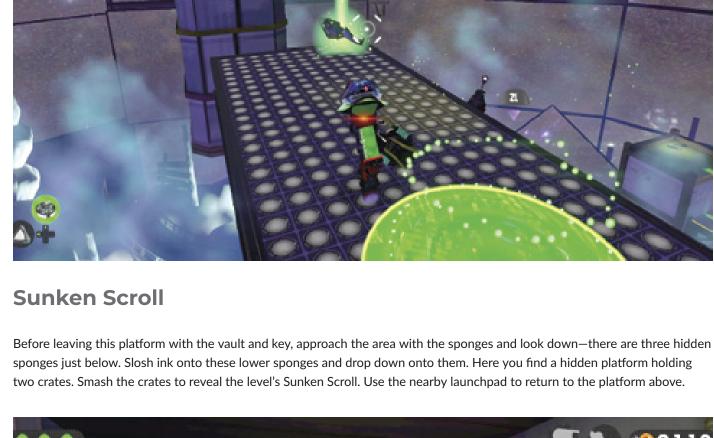


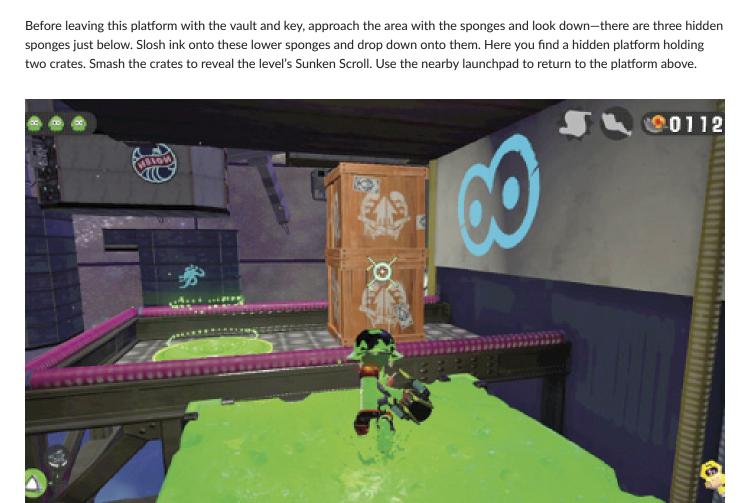
Run past the launchpad leading to the Zapfish and destroy the two crates at the end of this short platform—the one on the

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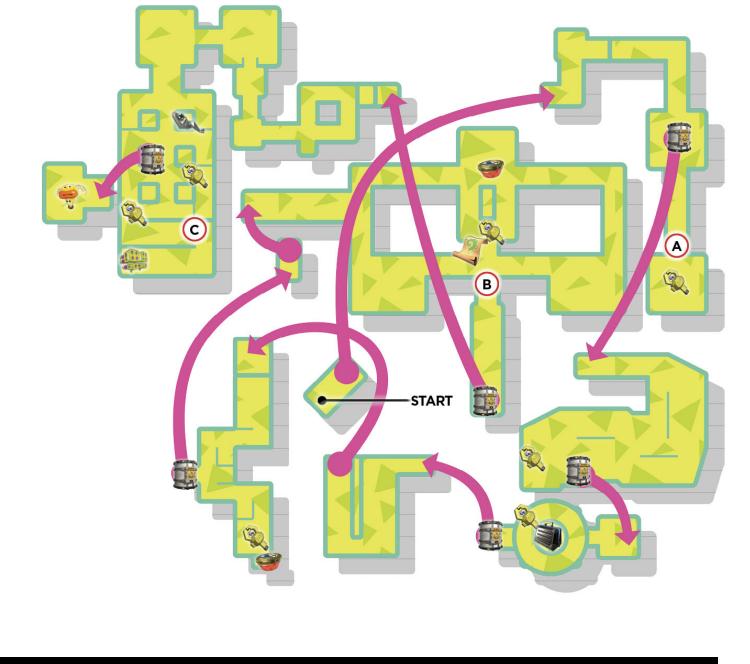
right contains the level's Sardinium. Move quickly to avoid getting splatted by the Octoseeker hovering above.

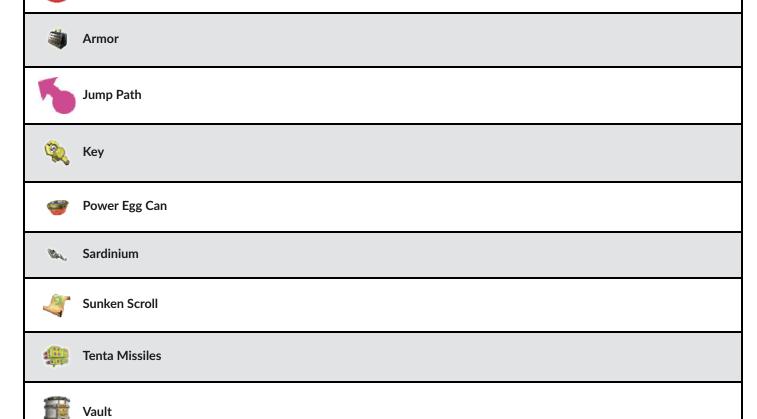
Sardinium





Area 03: Beaker's Depot 11: The Floating Garden



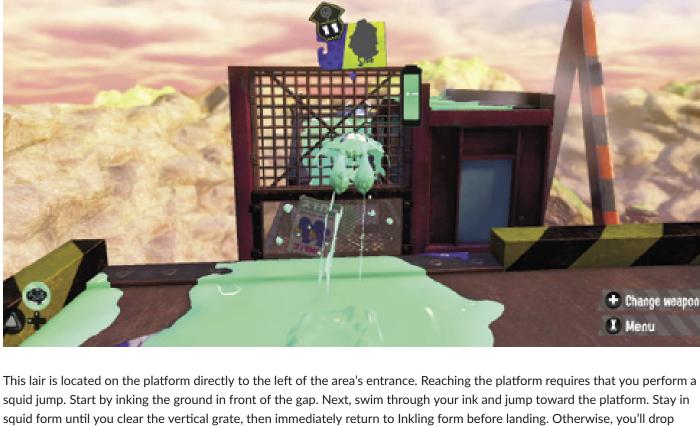


Lair Entrance

Zapfish

Legend

Key Location



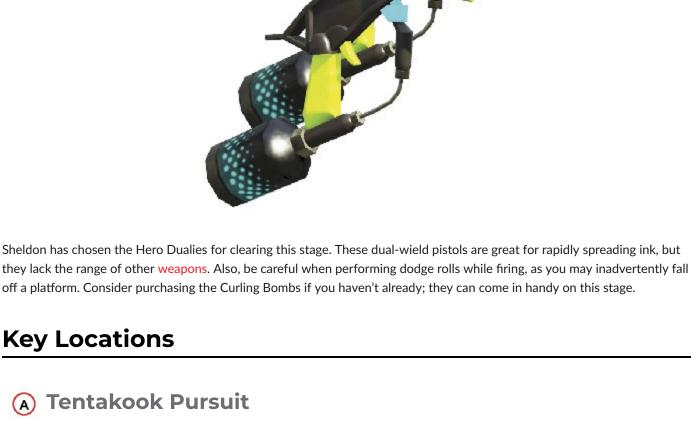
Save 5 more Zapfish!

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Key Locations

through the horizontal grate.

Sheldon Request



fast. Fortunately, the Tentakook isn't very aggressive—he runs away as soon as you approach. However, he drops Splat Bombs as he attempts to escape, so watch out! Continue chasing the Tentakook across this platform until he's cornered at the far end. At this point, keep your distance and toss Splat Bombs or Curling Bombs toward him. If the bombs aren't effective, swim to close range and take him out with the Hero Dualies. Keep a watch for incoming Splat Bombs when attacking up close. The

Tentakook drops a key to the nearby vault, allowing you to access the platform's launchpad.

Upon arrival on this platform, you encounter a new enemy wearing a yellow hardhat. This is a Tentakook, and he's extremely

B Tentakook Round-Up This large platform is occupied by a lone Tentakook—he's carrying the key necessary to unlock the next launchpad. The layout of the platform gives the Tentakook plenty of opportunities to evade your advances. If you have Curling Bombs, use them to ink the narrow paths and swim after him. But even swimming doesn't get you close enough to attack the evasive Tentakook. Instead, cut off the Tentakook's path of escape. Chase him toward the vault, with the aim of making him commit to that path. The vault is situated on a dead end, leaving no means of escape. Close in on the Tentakook and attack aggressively to claim his key.

© Tenta Missiles Takedown

Six Tentakooks and a couple of stationary Octotroopers occupy the final platform. Two of the Tentakooks are carrying keys one to the vault and one to the locked box containing the Sardinium. Instead of chasing down the Tentakooks one by one, carefully makes your way to the far end of the platform, eliminating the Octotroopers along the way. Smash the crate at the

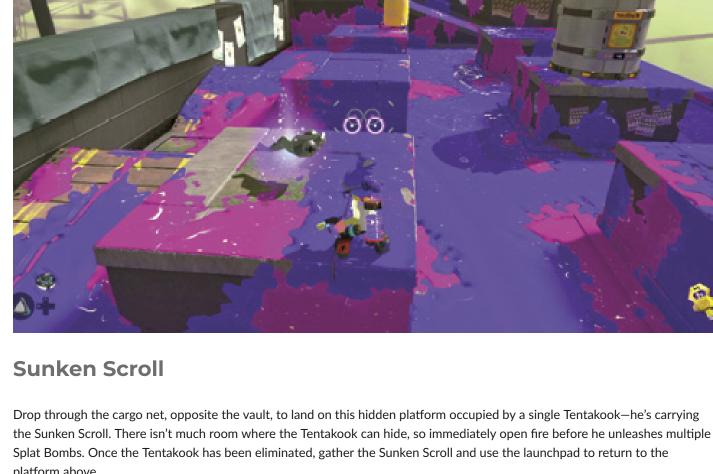


Collectibles

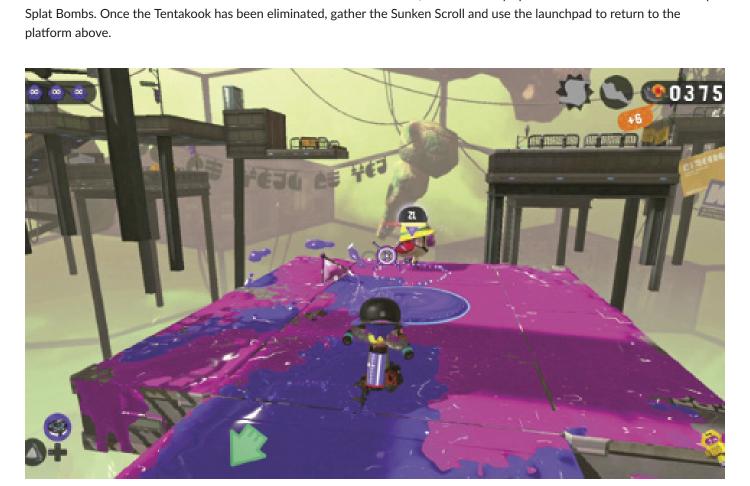
multiple enemies at once.

Sardinium

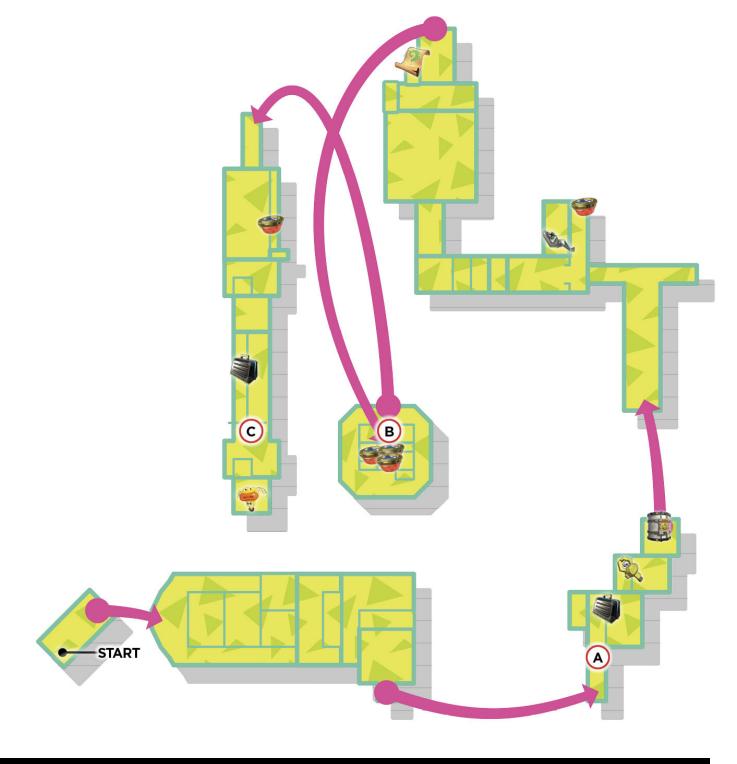
The Sardinium is located in a locked box on the final platform. The key to the box is carried by one of the many Tentakooks scurrying about the same platform. Either hunt down each Tentakook one by one, or use the Tenta Missiles special to eliminate

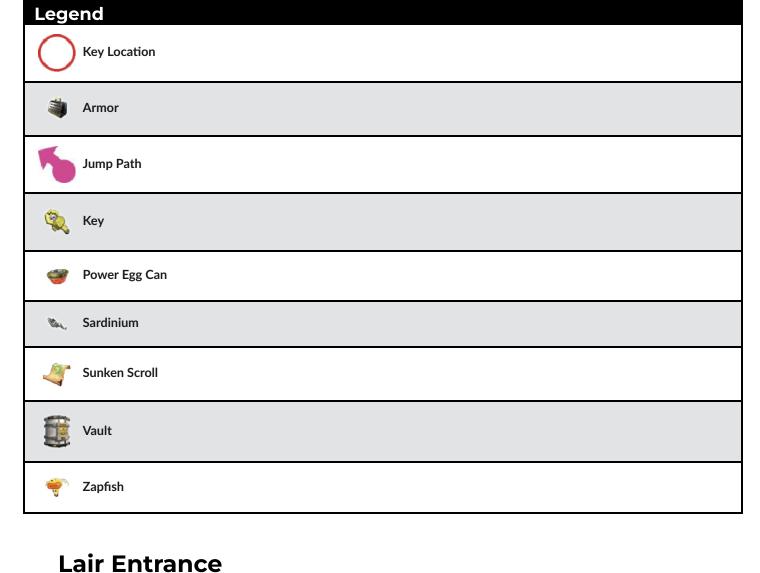


platform above.





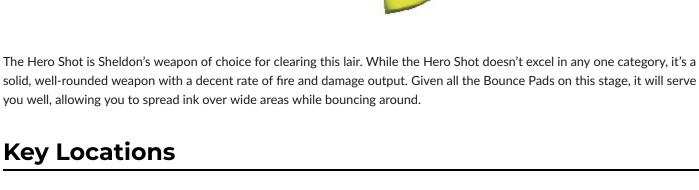






Save 4 more Zapfish!

Sheldon Request



A Bounce Pad Advance

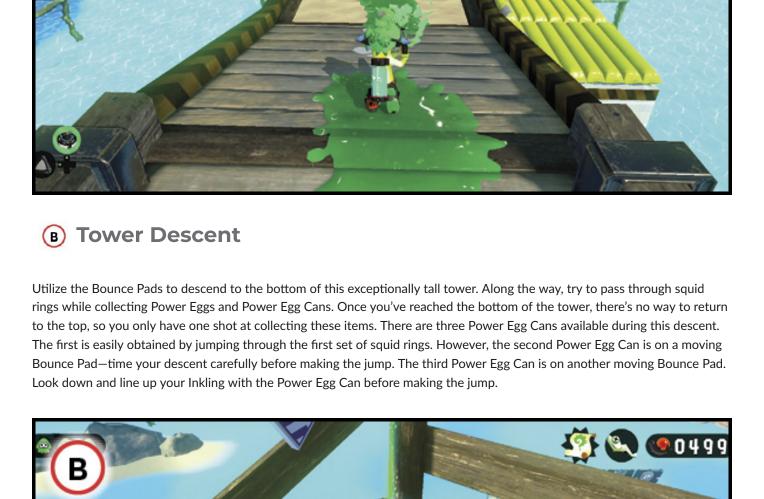
The Bounce Pads featured in this stage allow you to reach extreme heights while jumping. Simply hold down B while crossing a

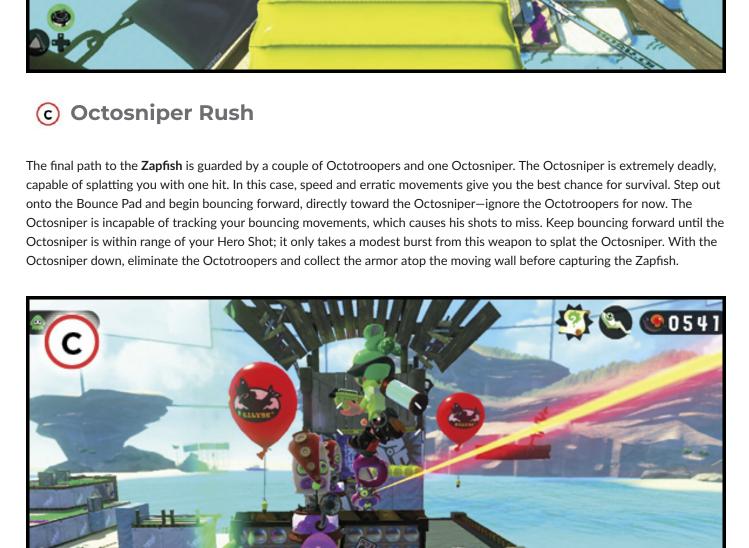
Bounce Pad to automatically bounce upward. On this platform, you must evade a couple of moving walls crossing over the Bounce Pads. Keep bouncing forward to avoid getting pushed off by the moving walls. As long as you bounce, you can jump over the walls. Gather the armor atop the first wall and a key atop the second wall—the key unlocks the nearby vault. There's also a Splat Switch on the right side of the second moving wall—hitting this switch causes three orange balloons to appear,

each containing five Power Eggs.

Key Locations

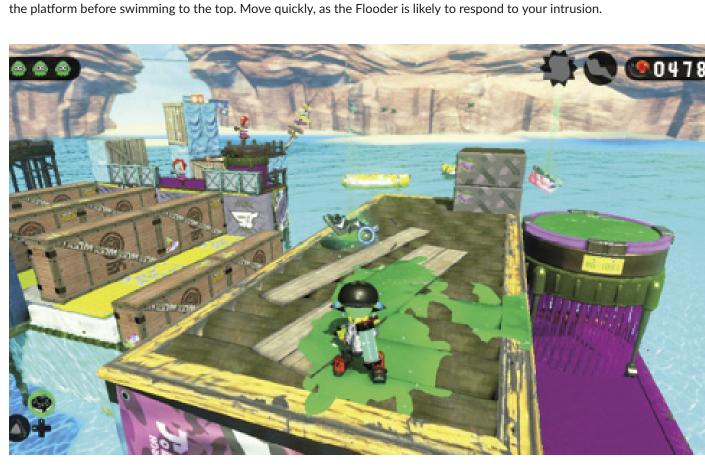






Collectibles Sardinium

The Sardinium is stashed in a crate on this platform, near the first Flooder. You must sneak past the Flooder and ink the side of



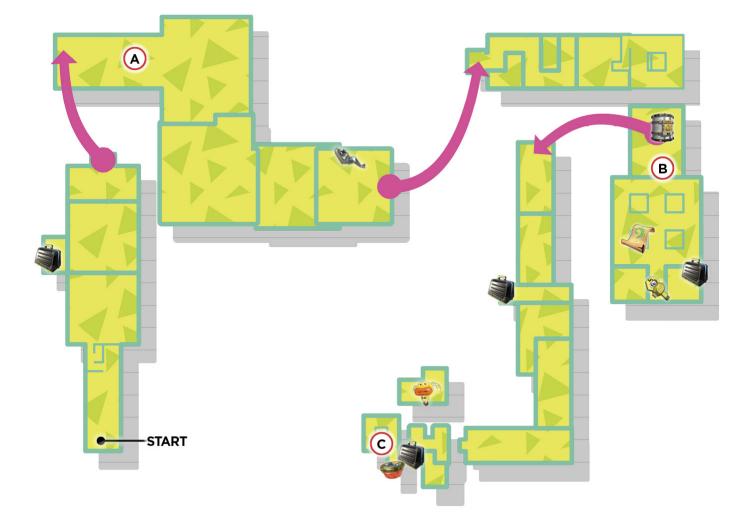
Sunken Scroll

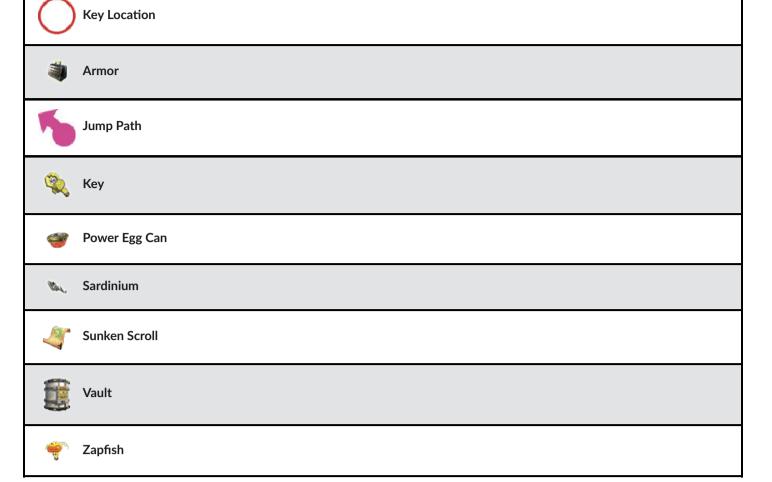
wooden planks leading up to the Sunken Scroll's platform. Next, hop on top of the Flooder and ride it toward the inked wooden planks. Finally, swim up the planks to retrieve the Sunken Scroll.

Like the Sardinium, retrieving the Sunken Scroll requires you to evade a Flooder. The Sunken Scroll is located in a crate atop a tall platform near the launchpad. Sneak past the second Flooder and swim to the top of this wall. From here you can ink the



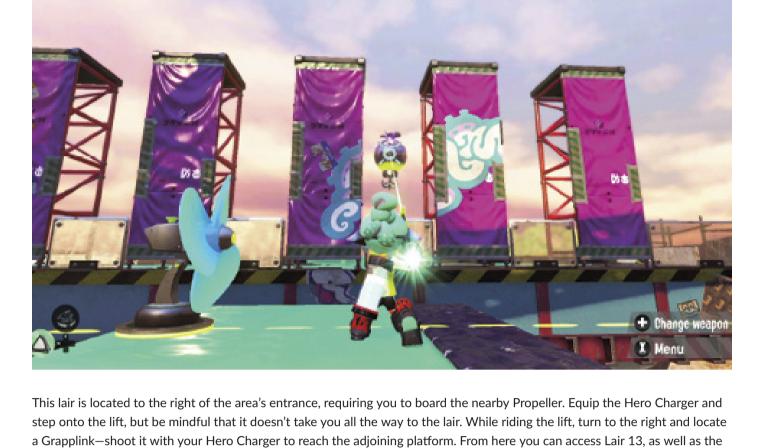
Area 03: Beaker's Depot 13: Dancing Floors





Lair Entrance

Legend

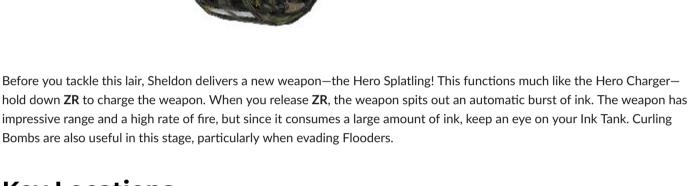


Save 🖁 more Zapfish!

13 @0572

Sheldon Request

area's Sardinium, which is stashed in a crate on one of the high pillars.



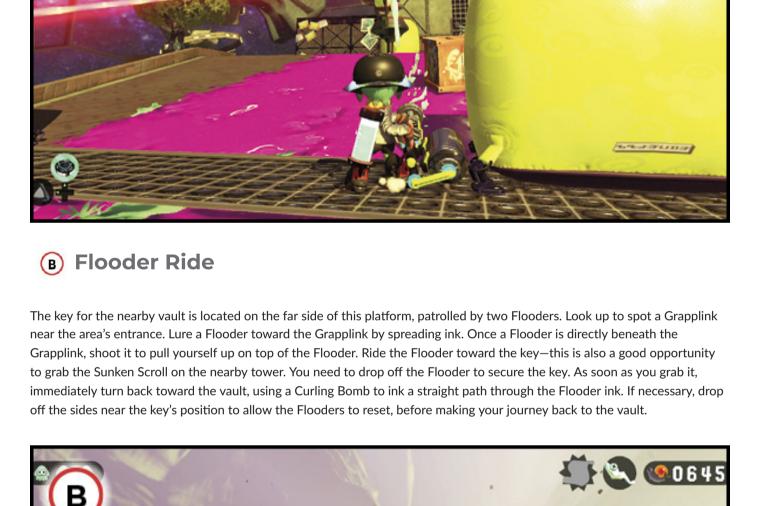
Octosniper Ambush

An Octosniper guards this platform. Though your Hero Splatling has great range, it comes up short against the range of an

barrage of ink at the target before the Octosniper has a chance to act. A second Octosniper is positioned nearby. Use the same

Octosniper, so you need to get closer. Ink a path toward one of the yellow barriers and swim through your ink before the Octosniper can respond. While hiding behind the yellow barrier, charge your Hero Splatling by holding down ZR. Once the weapon is fully charged, sidestep and peek around the yellow barrier until you can get a clear shot at the Octosniper. Unleash a

tactics to deal with this threat.



© Zapfish Ascent Reaching the Zapfish requires you to ride atop the final two Flooders. Start by boarding the shortest Flooder from the platform indicated on the map. While riding the short Flooder, shoot a nearby Grapplink to reach a floating platform. This platform allows you to board the tallest Flooder. Watch out for the Octocopter appearing near the Zapfish. Eliminate the Octocopter, then set your sights on the next Grapplink, located near the Zapfish. Wait until the tall Flooder moves within range of the Grapplink, then spread ink on the platform below to send the Flooder moving in the direction of the Grapplink.

Collectibles Sardinium

This stage's Sardinium is located in a crate on a raised platform near the second launchpad. You must ink and negotiate a series of moving platforms to reach this area. Start by hitting the Ink Switch below to fully extend the moving platforms. Don't expect to reach the Sardinium on your first attempt. Instead, focus on inking a path to the Sardinium, including the wall of the platform on which the collectible resides. Inking a path across the moving platforms is important because you have to swim the entire

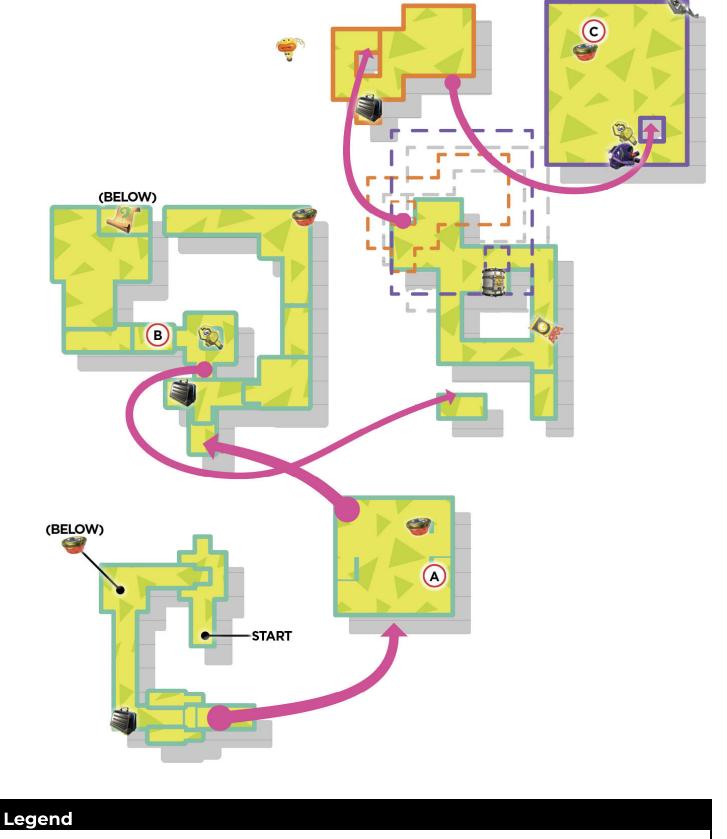


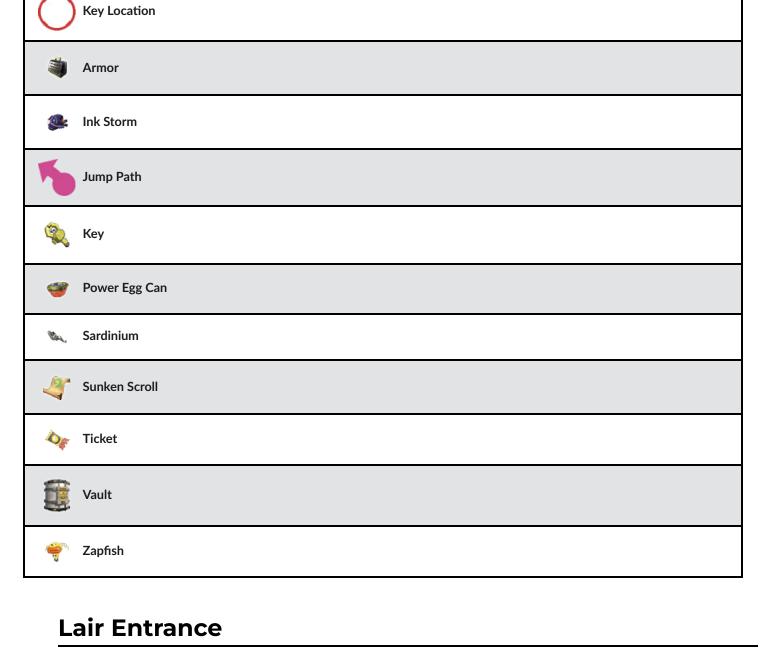
Sunken Scroll

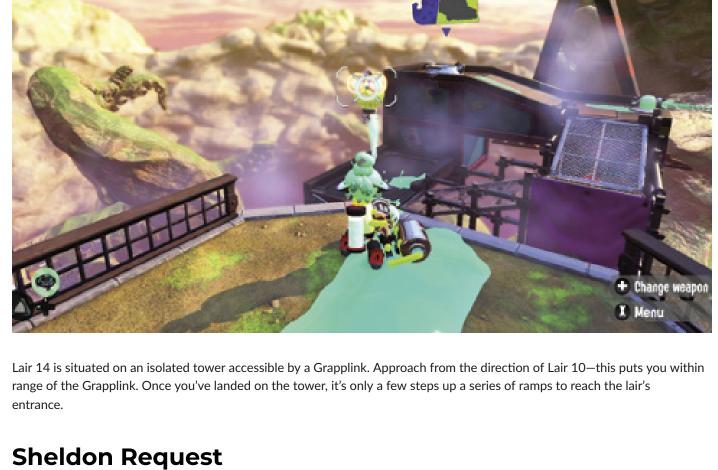
The Sunken Scroll is located on this tall tower above the area patrolled by two Flooders. Shoot the Grapplink near the area's entrance to reach the top of a Flooder, and ride it toward this tower. Ink the wall of the tower, then squid-jump onto the wall and swim up to retrieve the Sunken Scroll, stashed in a small crate.



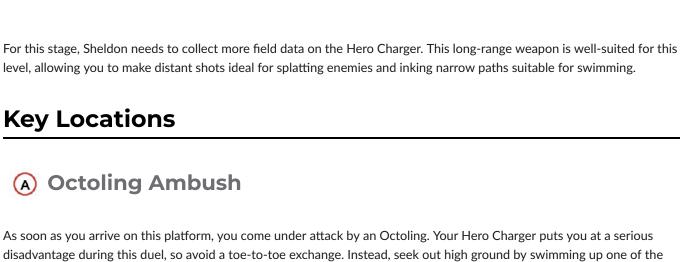
14: Parking Garage





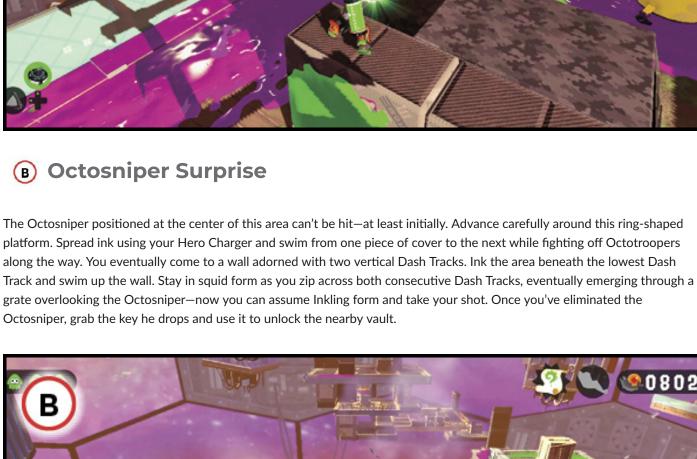


Save 🙎 more Zapfish



Octoling, splatting this foe with a fully charged shot.

nearby walls. The wall holding a crate (containing a Power Egg Can) is the highest accessible point on this platform. However, don't waste too much time running away. Once you have a slight height advantage and a clear line of sight, open fire on the



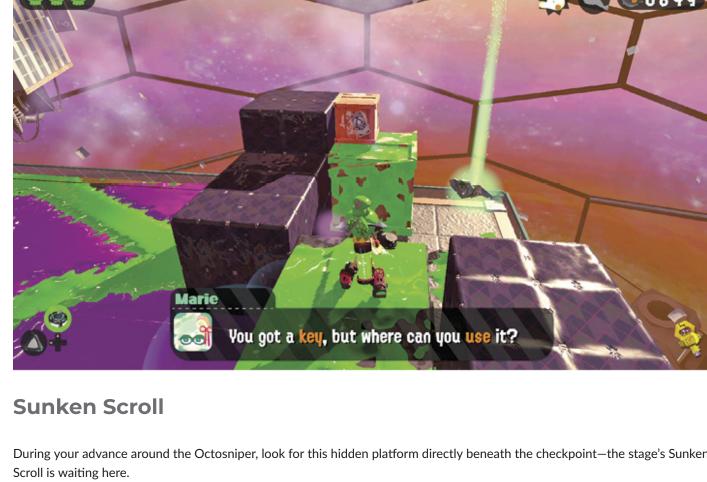
Try storing your charge before you jump onto the dash track.

© Parking Garage Showdown Work your way to the roof of the parking garage by activating a series of Splat Switches. But be ready to move to high ground once you reach the roof. Here you come under attack by a pair of Octolings. Grab the lnk Storm special near the entry hatch, then immediately swim to the top of this raised platform. The Octolings have a tough time hitting you here, but you can easily splat them with your Hero Charger and bombs. Consider unleashing the Ink Storm special to coat the parking garage in friendly ink. While Ink Storm doesn't splat the Octolings, it restricts their movement, making them easier to target with the Hero Charger. Eliminating the Octolings causes a key to appear, allowing you to unlock the Ride Rail leading to the **Zapfish**.

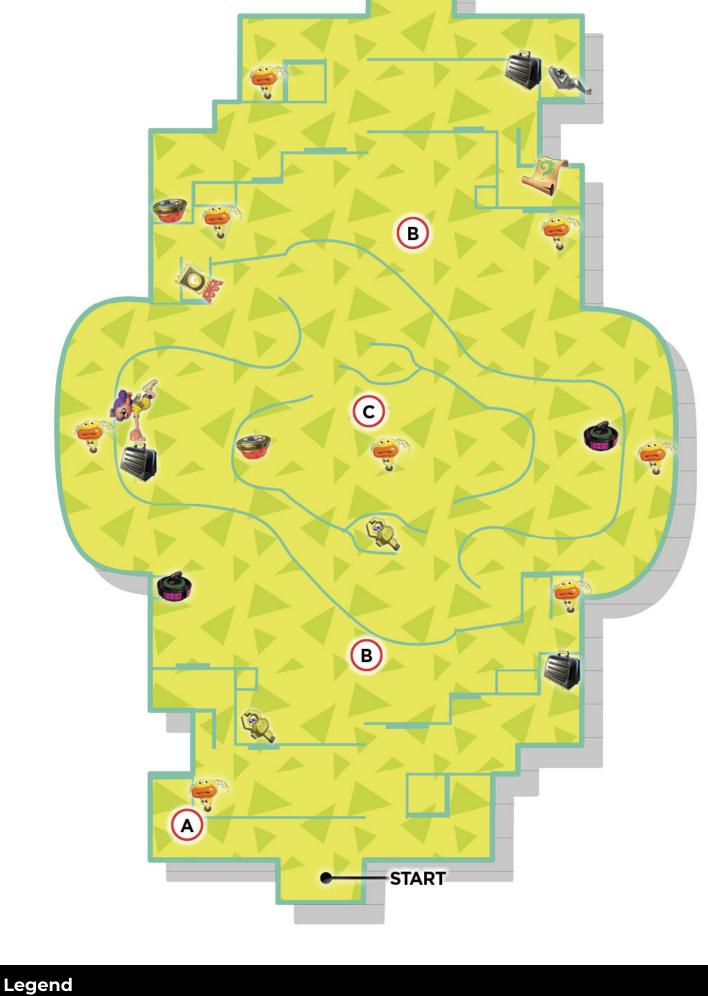


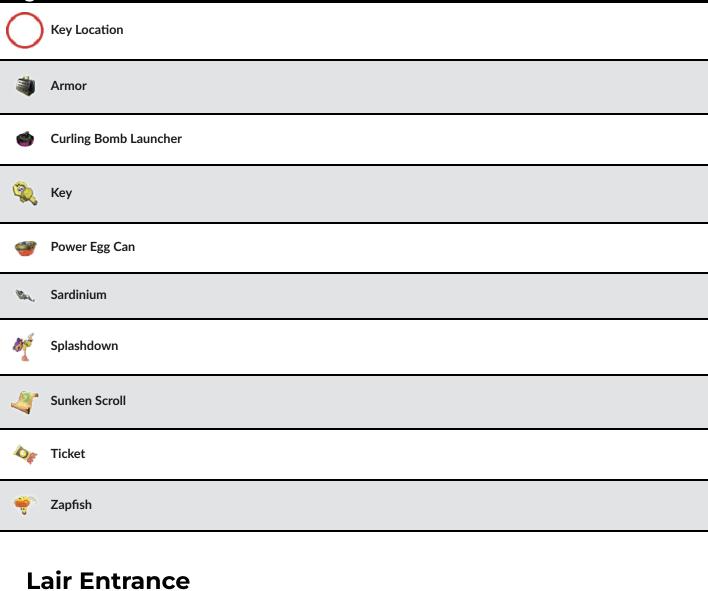
Sardinium

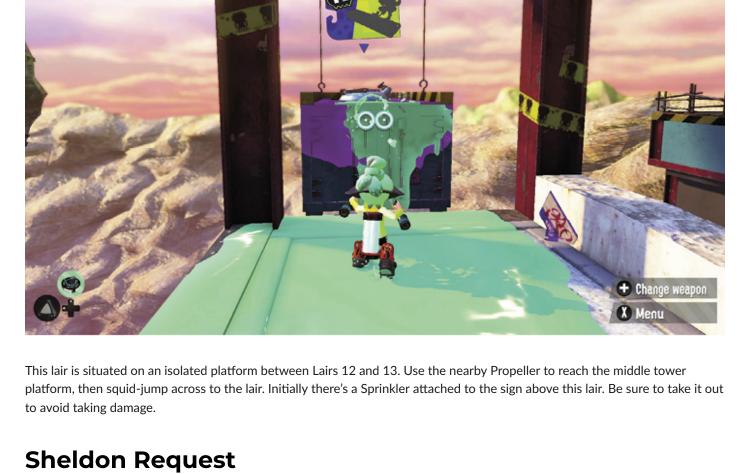
After defeating the Octolings on the parking garage roof, search this corner, behind the vehicle, for the stage's Sardinium.











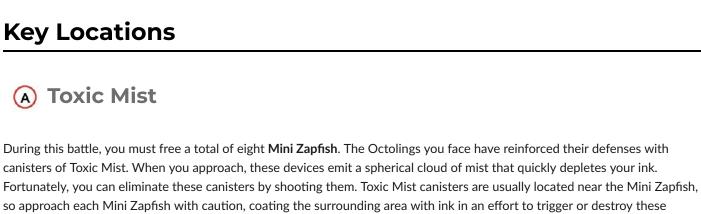
Save | more Zapfish!

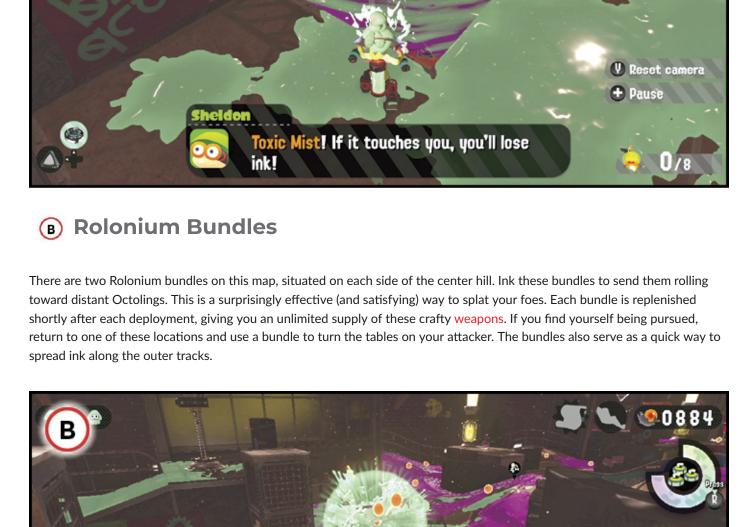
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You're about to enter an Octoling battle on a variant of the Humpback Pump Track map. Sheldon has no weapon preference, but consider opting for the Hero Shot or Hero Dualies. Both weapons are versatile performers during Ink Battles.

A Toxic Mist

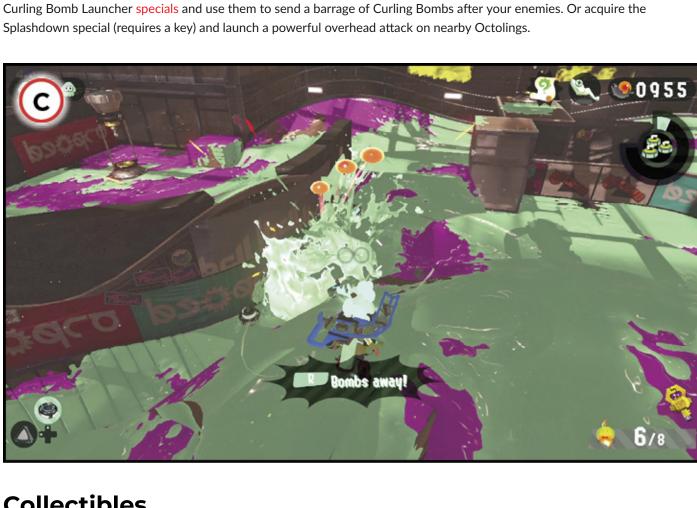
canisters.





© King of the Hill As in Ink Battles, the hill in the center of the stage is worth occupying. While it isn't the highest point on the map, its central

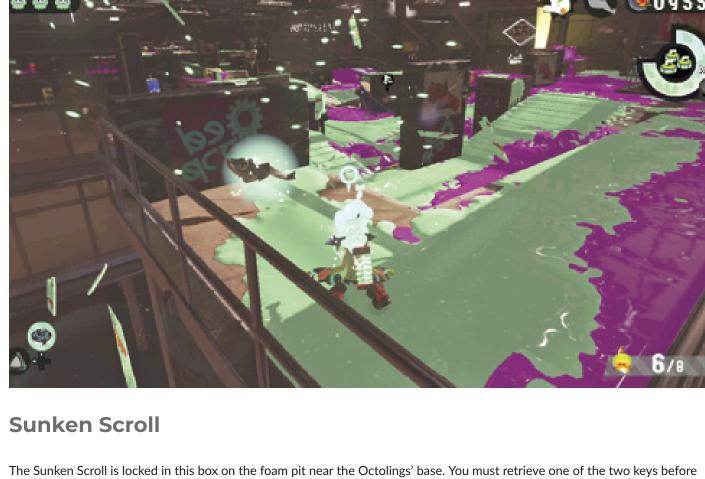
location makes it a great fallback point if you find yourself overwhelmed. Initially, there's a Mini Zapfish and some Toxic Mist canisters on this hill. But once you've cleared the hill, use it to rain down fire and bombs on the Octolings. Grab the nearby

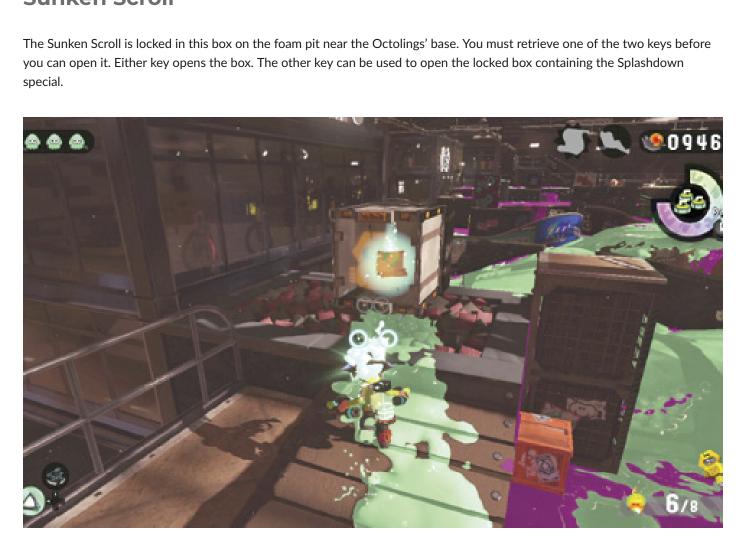


Collectibles

Look for the stage's Sardinium in this corner near the Octolings' base—there's a Toxic Mist trap nearby, so tread carefully. The Sardinium is stored in a reinforced crate, requiring multiple hits. Make sure no Octolings sneak up behind you while you're pelting this crate with ink.

Sardinium





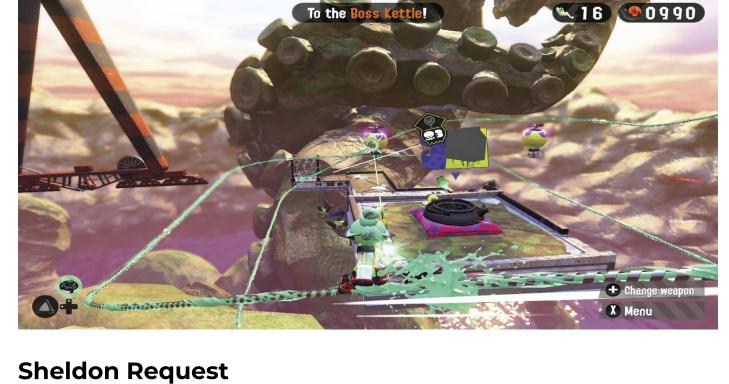
Area 03: Beaker's Depot
Boss Battle: The Neo Octostomp



Once you've collected all six Zapfish, the area's Boss Kettle opens. Use your Hero Charger to hit the Grapplink and reach the

Boss Kettle Entrance

kettle's neighboring platform. From there you can activate a Ride Rail circling the Boss Kettle platform. While riding the Ride Rail, shoot one of the two Grapplinks above the Boss Kettle to gain access.





greater distances. These bombs create narrow ink paths you can swim through to evade the boss's attacks. Seriously, if you don't own these bombs yet, get them now.

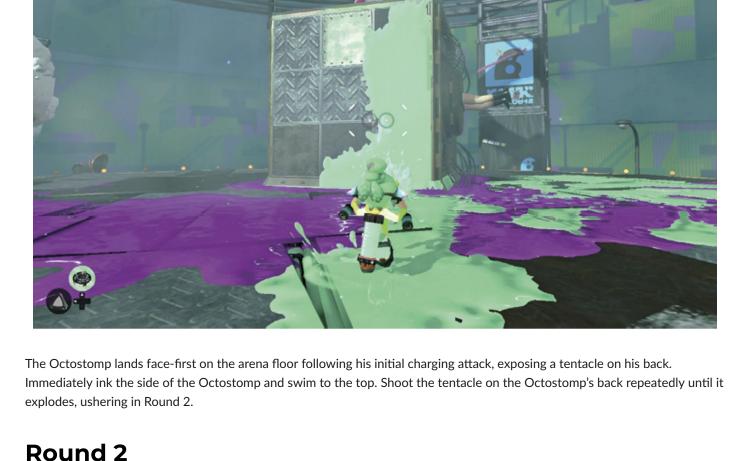
Round 1

Following his defeat in Octo Valley, the once-mighty Octostomp has returned. This new and improved variant of the familiar

Bomb to the side and swimming along its ink trail to evade this opening attack.

boss wastes no time, rushing toward you at high speed. Move laterally to avoid getting run over. Consider tossing a Curling





At the start of the second round, the Octostomp assumes a new persona—the Neo Octostomp. This is more than a simple name change; it also marks a change in tactics and capabilities. The boss is now fitted with a new ink-resistant coat that prevents you from inking his sides. But instead of admiring his new coat, get ready to move. The Neo Octostomp is also

equipped with a massive head-mounted cannon capable of rapid fire. Use your Curling Bombs to create an ink trail, and swim forward to prevent getting hit by the Octostomp's cannon. The Hero Dualies dodge roll is also effective.





The Neo Octostomp is incapable of charging you at high speeds while wearing his coat, but he occasionally jumps up and performs a face-plant in an attempt to splat you. Stay out of his way as he jumps up, and look for opportunities to target the black buckle on his face—this buckle holds his coat on. Keep hitting the buckle until it's destroyed, which causes the coat to fall off.

Watch for more charging attacks once the Neo Octostomp's coat is removed—be ready to dodge-roll out of the way. Wait for the Octostomp to fall on his face, then ink his side and swim up to his back to attack the exposed tentacle once more.

Round 3

The Neo Octostomp starts the third and final round with a new coat. This coat is much wider, featuring two additional face

panels. This makes evading his opening charge attack extremely challenging, even when dodge-rolling or using Curling Bombs. If necessary, retreat to the perimeter of the arena—the boss can't access the outer ledge. Following the opening charge attack, the Neo Octostomp performs a series of face-plant stomp attacks. Once again, the coat prevents you from inking his sides.

Rush to close range and shoot the buckle holding his coat on when he's standing upright.

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Destroying the buckle on the Neo Octostomp's face causes his coat to fall off, restoring him to normal size. Still, be ready to evade more fast-moving charge and stomp attacks. Wait for him to face-plant, then ink his side and swim to the top, shooting the tentacle on his back one last time. That does it for the Neo Octostomp. After the boss explodes, collect the Sardinium and

The Missing Squid Sister

Zapfish to complete the battle. You're now clear to proceed to Area 04.

Once you've defeated the Neo Octostomp, Marie confesses she has an ulterior motive for fighting the Octarians. While it's true she wants to see the Great Zapfish restored to Inkopolis Square, she also wants you to help find Callie—Marie's cousin and second half of the smash pop idol duo, the Squid Sisters. Callie vanished the same day as the Great Zapfish. Marie feels there's a link to these disappearances, theorizing the Octarians are to blame.





Area 04: Slimeskin Garrison

Overview

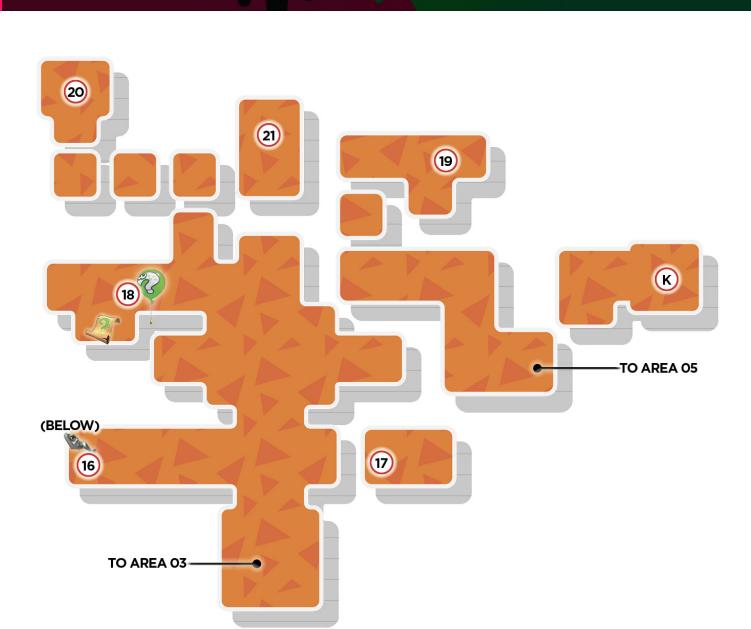


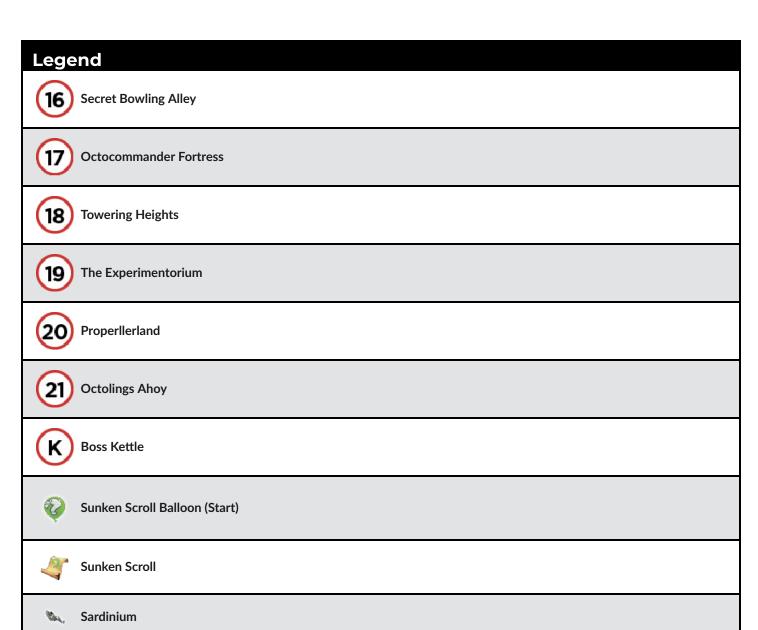
Slimeskin Garrison marks your fourth stop in Octo Canyon. Thanks to Marie's openness, your mission is now a bit clearer. In addition to tracking down the Great Zapfish, you also need to find out what happened to Callie. Like the previous two areas, you must retrieve a total of six Zapfish to gain access to the Boss Kettle, setting the stage for a showdown with the deadly Octo Shower. While you battle through this area, Sheldon gives you access to two new weapons—the Hero Blaster and Hero Brella.



Area 04: Slimeskin Garrison

Slimeskin Garrison Collectibles





Sardinium

This area's Sardinium is stored in the orange crate directly beneath Lair 16. Traverse the Inkfurlers along the side of the platform to reach this concealed platform.



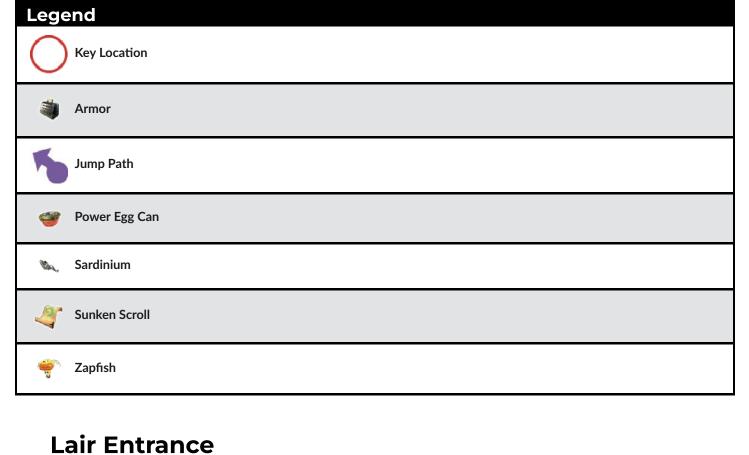
Sunken Scroll

Locate the green balloon beneath Lair 18 to start the chase for the area's Sunken Scroll. The Hero Shot is more than adequate for hunting down all of these balloons. After popping the first balloon, follow the green arrows to find the next balloons in the sequence. This requires you to negotiate a few Inkfurlers along the way—the third balloon can be popped by simply shooting the Inkfurler beneath it. The final balloon floats beneath the grate next to Lair 18. Step out onto the nearby Inkfurler and shoot the balloon to release the Sunken Scroll. Next, stay on the Inkfurler and ink the wooden wall beneath the grate. Squid-jump over to the wall and swim up to the grate to retrieve the Sunken Scroll.



Area 04: Slimeskin Garrison 16: Secret Bowling Alley







Sheldon Request

This lair is a short trot from the area's entrance. Jump across the Bounce Pad and ink the vertical Inkfurler at the base of the tower. Swim up the Inkfurler while it's fully extended to reach the top of the tower and ink the invisible entrance to the lair.

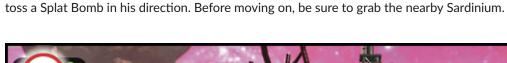


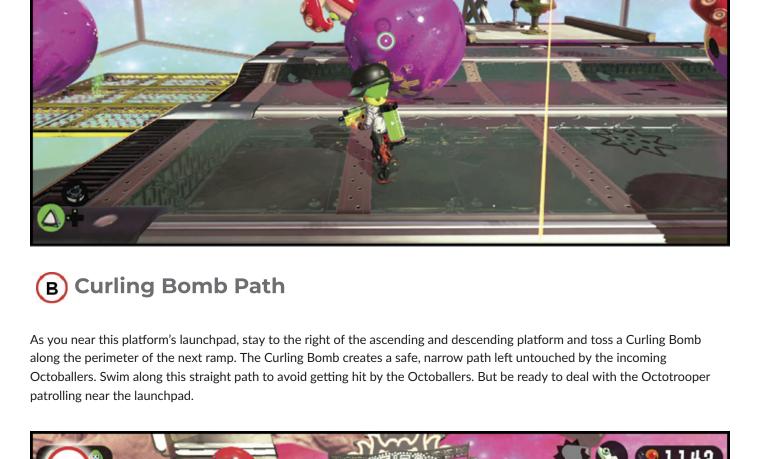
Key Locations

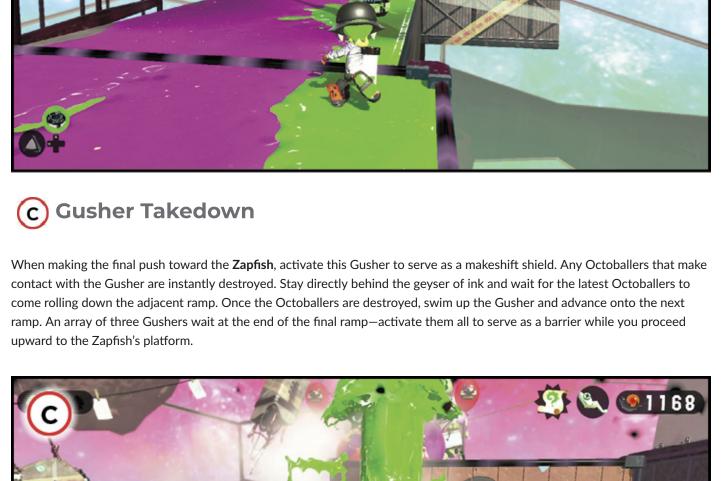
can't be inked, so you have to walk the whole way. Advance behind the wooden crates, just to the left of the Octosniper, and

The Octosniper guarding this platform can't see you as long as you stay behind the rolling Octoballers. Carefully advance across this platform, keeping at least one Octoballer between you and the Octosniper at all times. The surface of the platform

Rolling Cover







Collectibles

After eliminating the Octosniper, follow the nearby Octoballer toward the grated ledge. When it's clear, drop through the grate to land on this hidden platform to collect the stage's Sardinium. Ink the wooden wall beneath the grate to return to the upper



Sunken Scroll

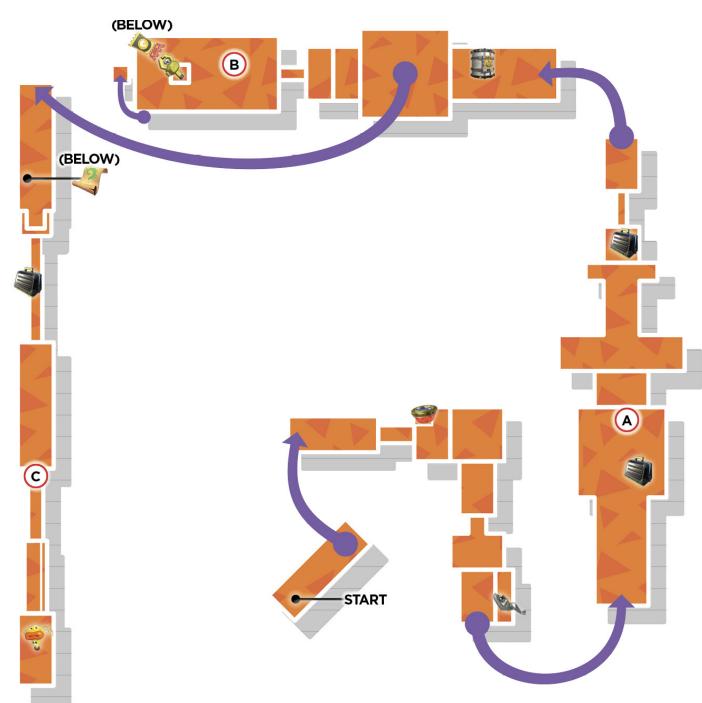
Sardinium

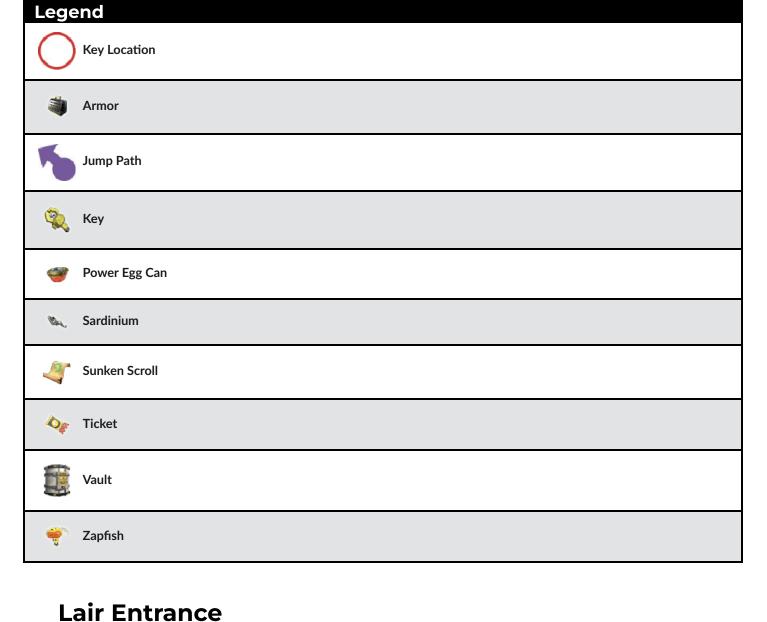
Reaching this Sunken Scroll requires speed and perfect timing. Use the nearby cannon to ink the wall just beneath the narrow path where the massive Kingpin Octoballers drop. Next, swim up to the inked wall and partway up, waiting for the next Kingpin Octoballer to pass. When the path is clear, swim up to the narrow path and toss a Curling Bomb straight ahead. Swim directly behind the Curling Bomb and squid-jump toward the small platform on the right to avoid getting splatted by the next Kingpin Octoballer. You can now retrieve the Sunken Scroll in the crate on this platform.

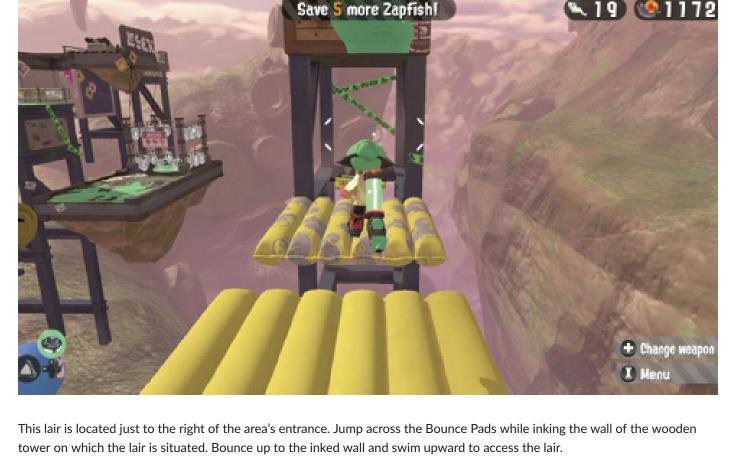




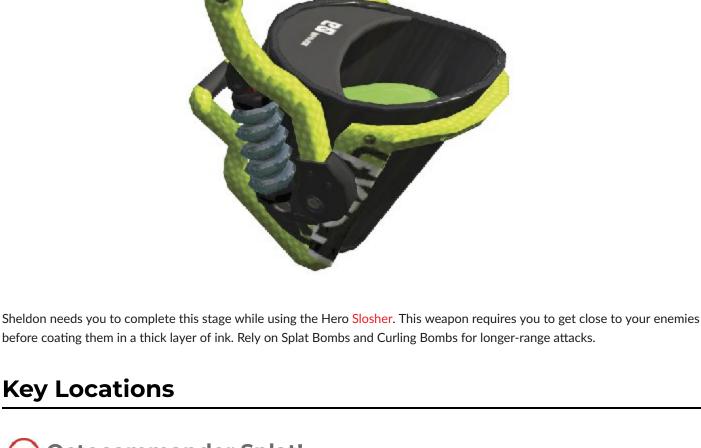
17: Octocommander Fortress







Sheldon Request



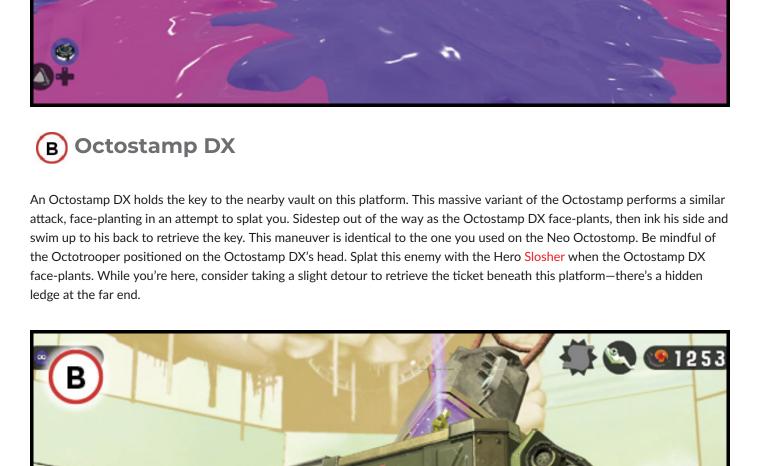
A Octocommander Splat!

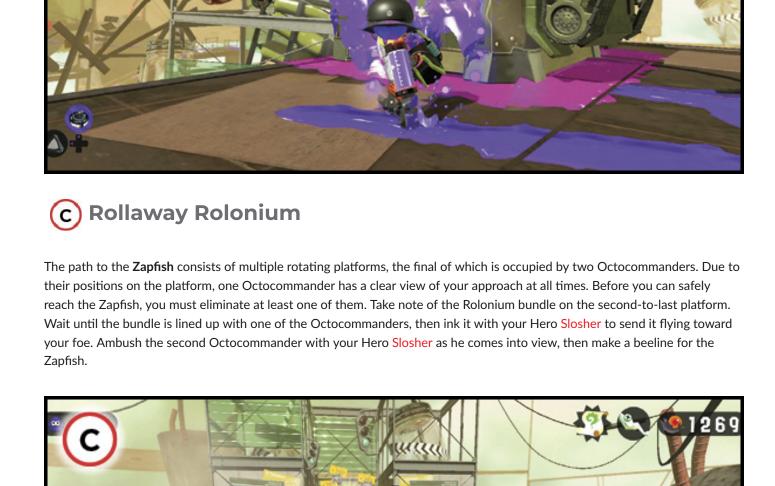
This marks your first encounter with an Octocommander. This enemy type performs similarly to an Octosniper but is equipped

with a powerful, rapid-firing cannon. After splatting the nearby Octotrooper with a Rolonium bundle, take cover behind the low wall in the center of the platform to avoid getting pelted by the Octocommander's enemy ink. Meanwhile, take note of the Rolonium bundle on the rotating platform directly in front of the Octocommander. Spread ink toward the rotating platform and

swim forward slowly, using the rotating platform as partial concealment. When the Rolonium bundle is lined up with the Octocommander, fling ink onto the rotating platform to send the bundle crashing into this aggressive foe.



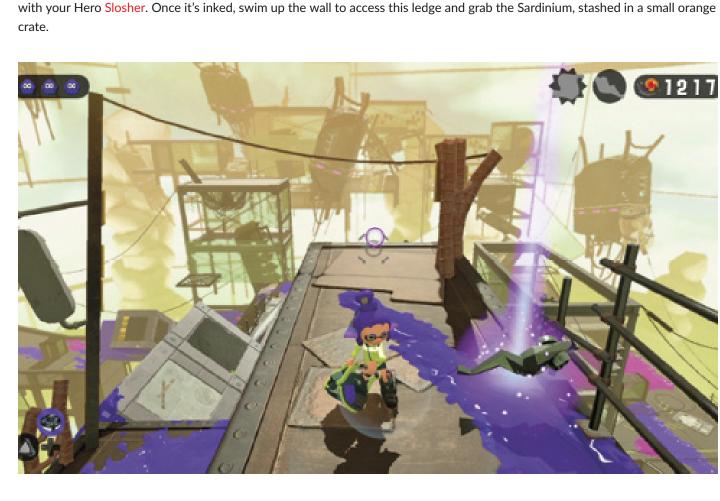




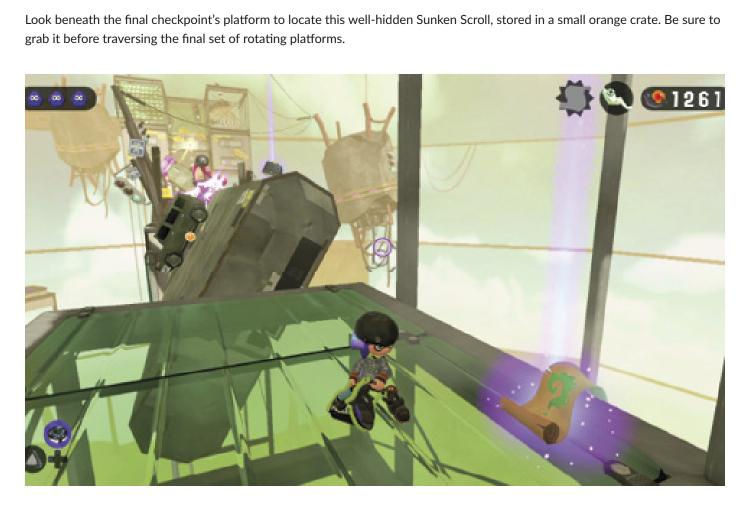
Collectibles

Sardinium

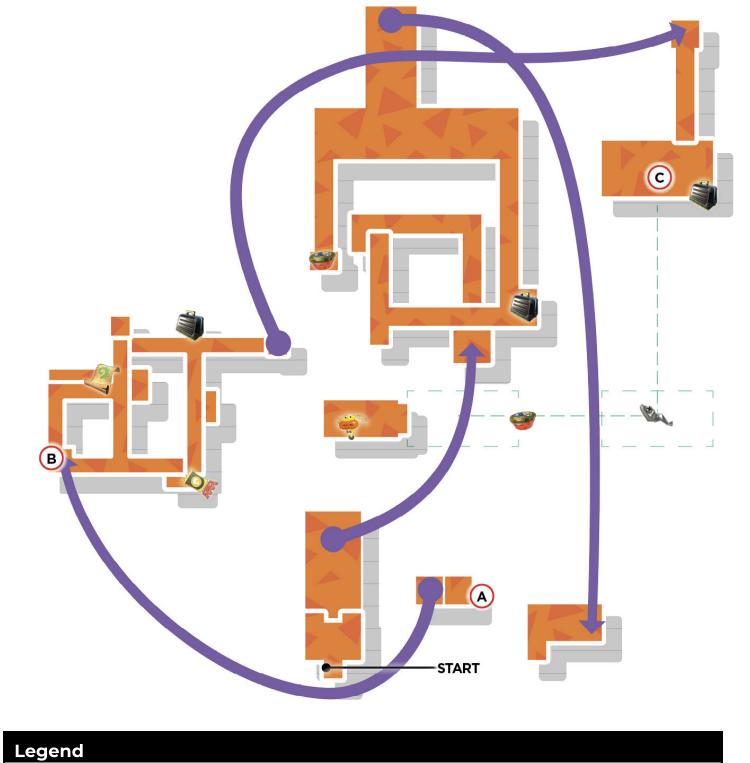
The Sardinium is located on a high ledge near the first Ride Rail. Ink the metal diamond plate wall of this platform while traversing the rotating platform—stand on the vehicle (once guarded by an Octotrooper) and aim up to completely coat the wall

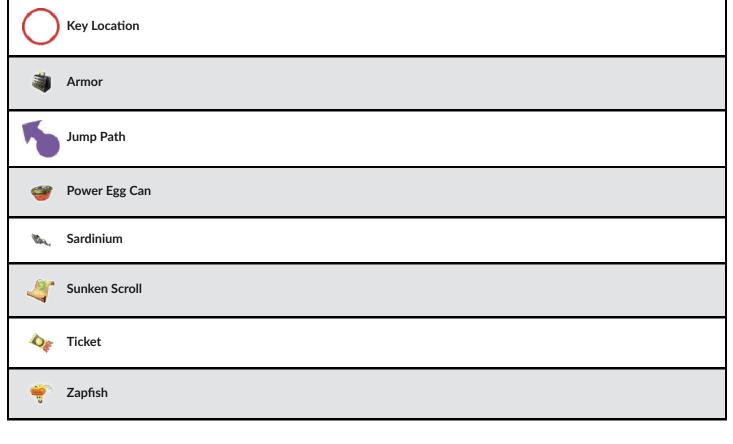


Sunken Scroll Look beneath the final chec

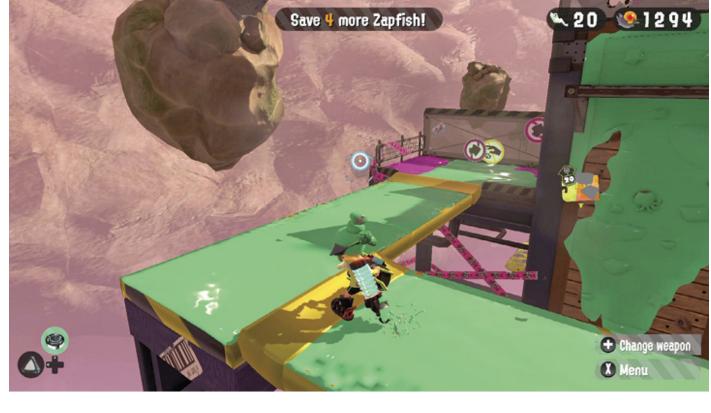


Area 04: Slimeskin Garrison 18: Towering Heights





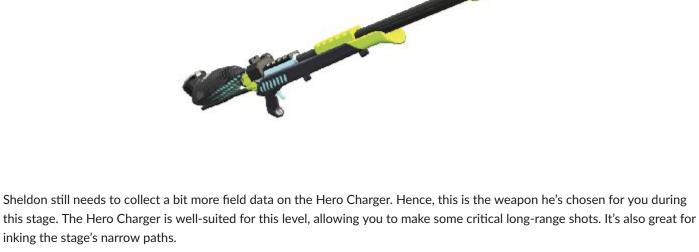
Lair Entrance



Sheldon Request

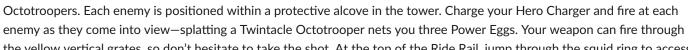
Ink and traverse a pair of Inkfurlers to reach the tower housing this lair. Once across the Inkfurlers, ink the side of the tower

and swim to the top to access the lair.

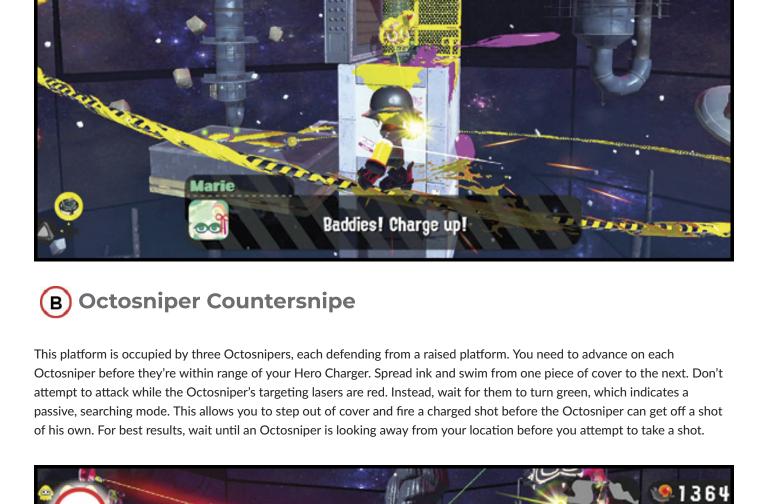


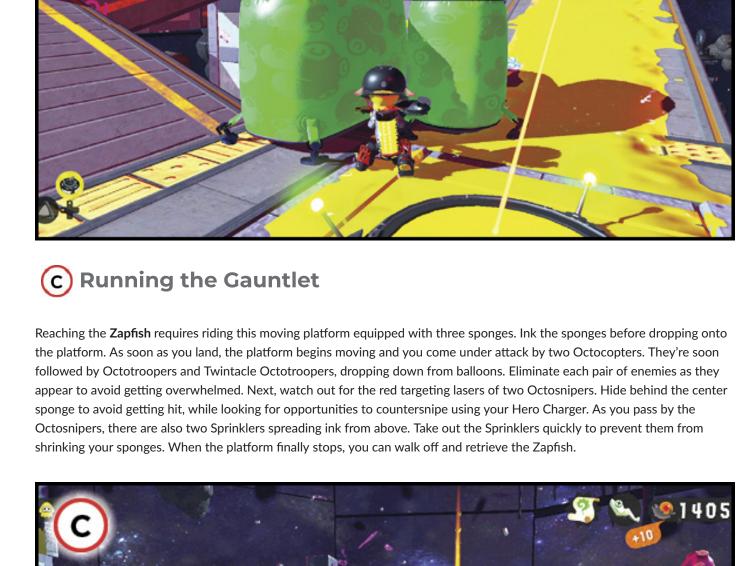
Key Locations Tower Ascent

While riding this spiraling Ride Rail upward, take aim at the tower in the center to engage a series of three Twintacle Octotroopers. Each enemy is positioned within a protective alcove in the tower. Charge your Hero Charger and fire at each



the yellow vertical grates, so don't hesitate to take the shot. At the top of the Ride Rail, jump through the squid ring to access the next launchpad atop the tower. If you miss this jump, you'll continue along the Ride Rail, heading downward to the starting position, which means a lengthy ride back to the top.

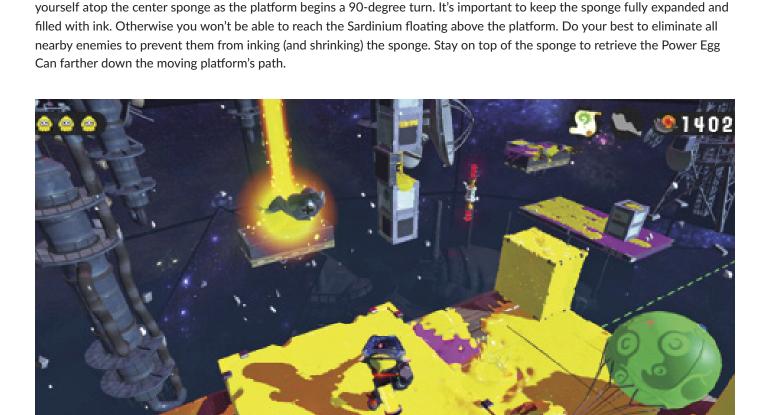




Sardinium

Octosnipers too?! **Collectibles**

You only have a brief chance to retrieve this lair's Sardinium while riding the moving platform toward the Zapfish. Position

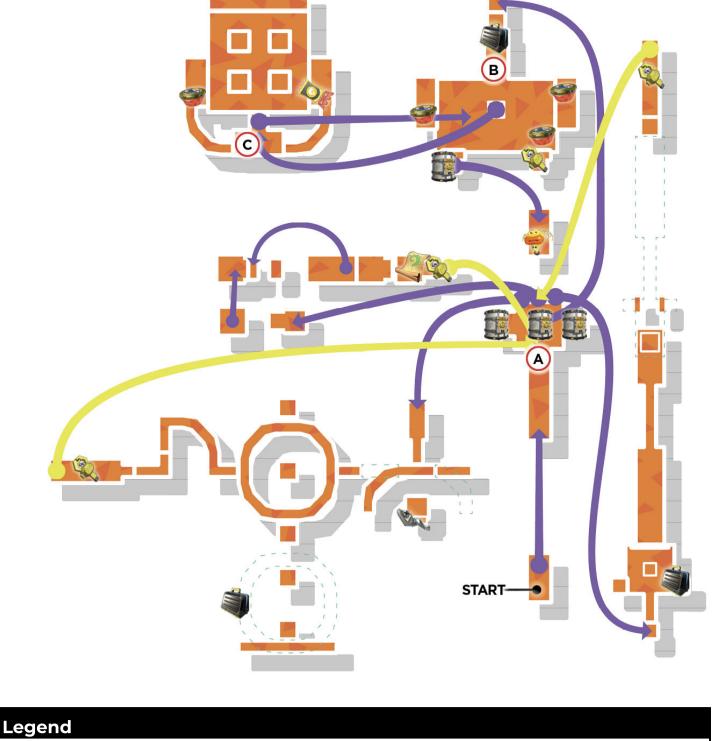


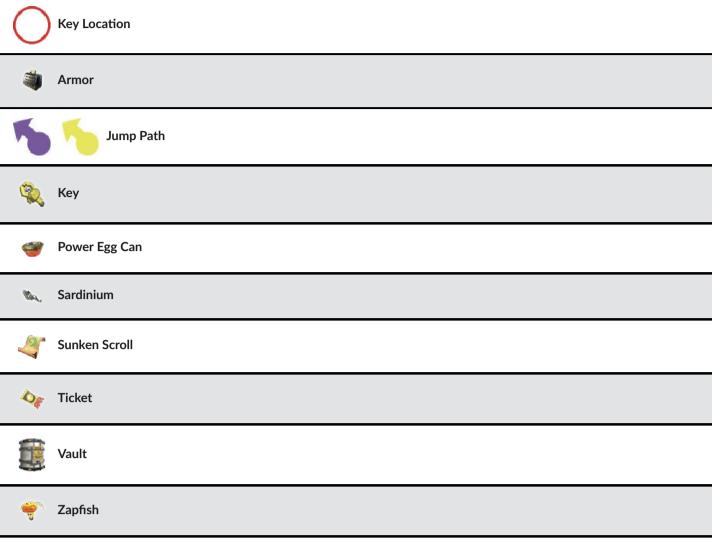
Sunken Scroll

After clearing out the three Octosnipers, drop down to this grated platform. Here you find a small crate containing the lair's Sunken Scroll. While you're down here, take note of the large orange crate on a neighboring platform—it contains a ticket.



Area 04: Slimeskin Garrison 19: The Experimentorium





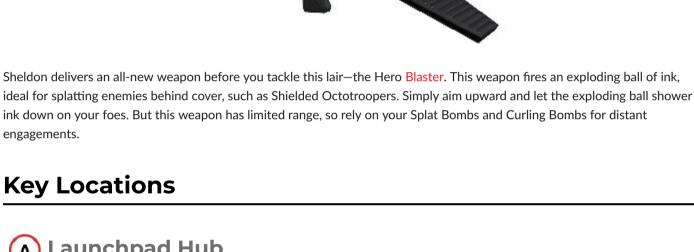
Lair Entrance



Save 3 more Zapfish!

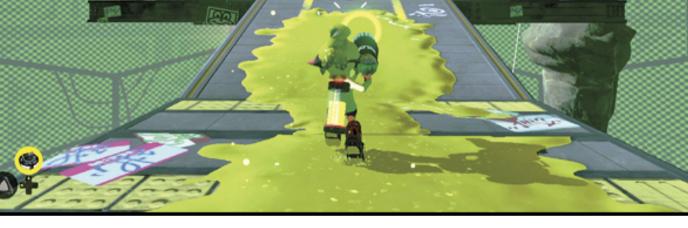
engagements.

Sheldon Request

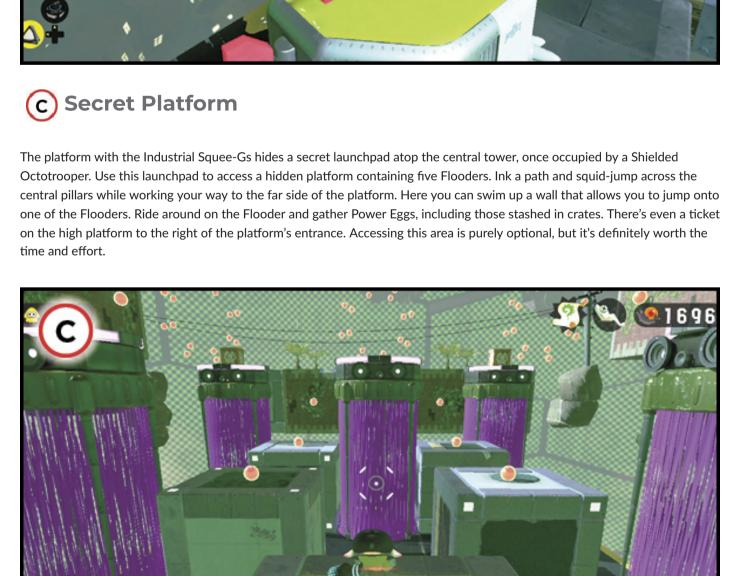


Launchpad Hub The initial platform features three vertical launchpads, guarded by a Shielded Octotrooper. Use your new Hero Blaster to splash ink above the Octotrooper's head, circumventing the shield, to splat him. Each launchpad leads to a different area of the stage where you're tasked with retrieving a key. The keys unlock the boxes on this platform. Each box conceals a small Splat

Switch. Activate all three Splat Switches to reveal a launchpad leading to the final platform.



B Octotrooper Hit-and-Run Commandeer an Industrial Squee-G on this platform to run down a swarm of Octotroopers. Ink the top of the Industrial Squee-G and hide in your ink, occasionally popping out to fire your Hero Blaster or toss Curling Bombs. Spread ink in the direction you wish your Industrial Squee-G to travel and simply enjoy the ride as Octotroopers scurry about in a panic. Watch out for the Shielded Octotrooper on a tower in the center of the platform. As you pass by, arc Hero Blaster shots above the Shielded Octotrooper's head to deal splash damage. Once the platform is clear, gather the key-this causes more Octotroopers to appear. Hop back onto an Industrial Squee-G and run them down. The key can be used to unlock the vault, but don't use the launchpad within the vault just yet...



Collectibles

Sardinium The Sardinium is located on a narrow platform behind a Splat Switch cube. After hitting the Splat Switch for the first time, move along the newly rotated, narrow platform to the left. From this angle you can hit another Splat Switch on the same cube,

causing it to rotate. Ink the side of the cube and squid-jump onto the side while swimming up. Once atop the cube, you can

access the platform holding the Sardinium, stored in a small orange crate.

Whoa. What is this place?



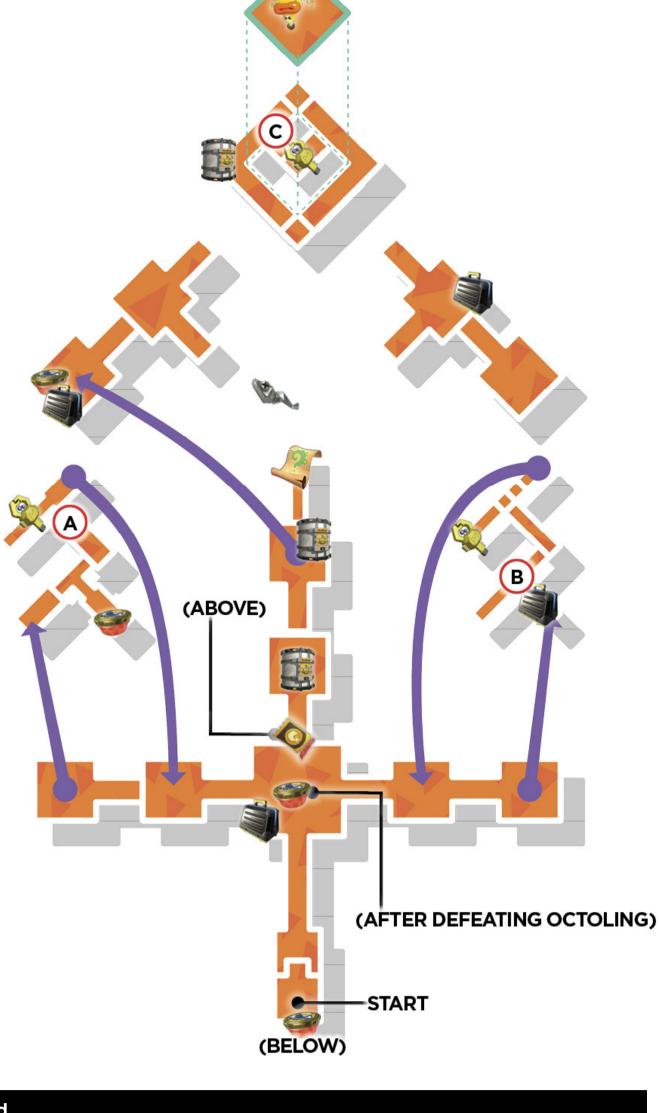
Initially, the Sunken Scroll sits atop a high platform, just out of reach. You can cause it to drop by hitting a hidden Splat Switch.

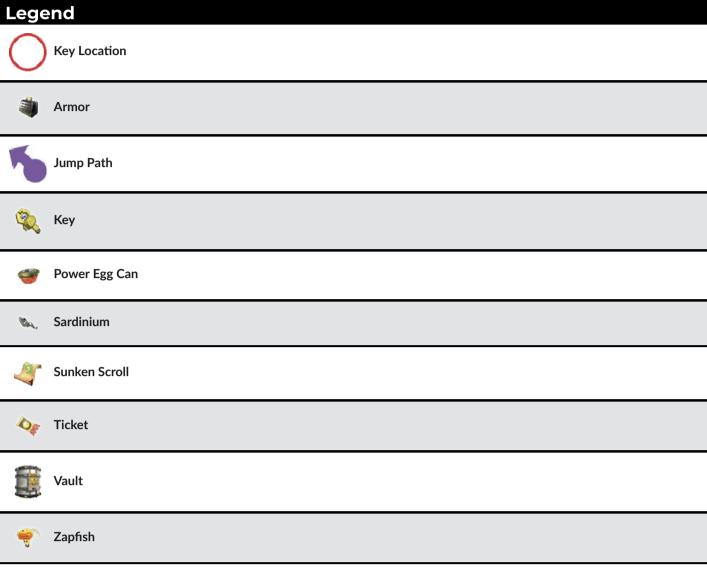
which causes the Sunken Scroll to drop to a platform near this area's return launchpad. If you miss the Splat Switch, you can use the nearby launchpad to return to the top of the wall where you started the sequence. You'll eventually need to hit five consecutive Grapplinks to escape this area and retrieve the Sunken Scroll.

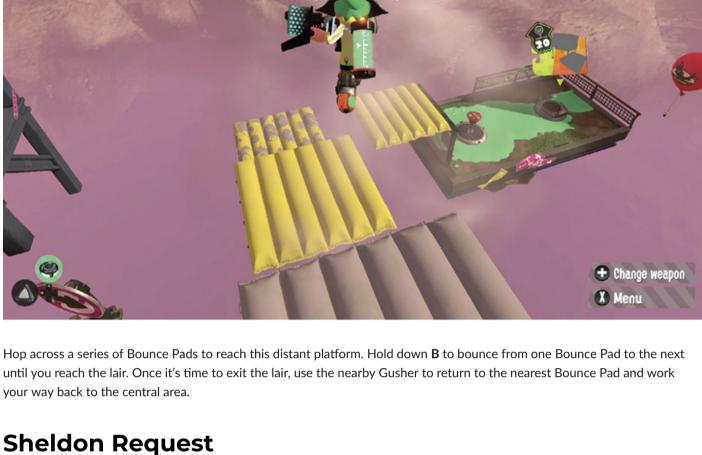
Start atop this wall, aiming toward a distant Grapplink. Shoot the Grapplink to launch yourself forward. As you fall, fire again to hit a second Grapplink, followed by a third and fourth. After striking the fourth Grapplink, turn to the left to hit a Splat Switch,







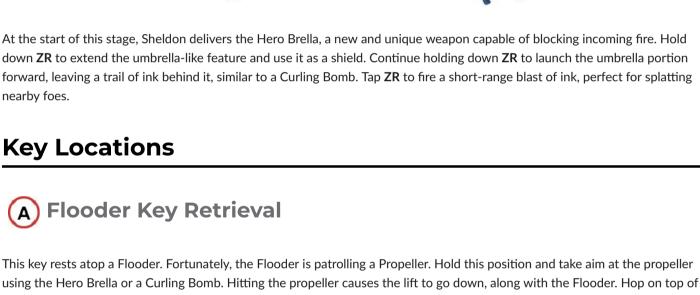




Save 2 more Zapfish!

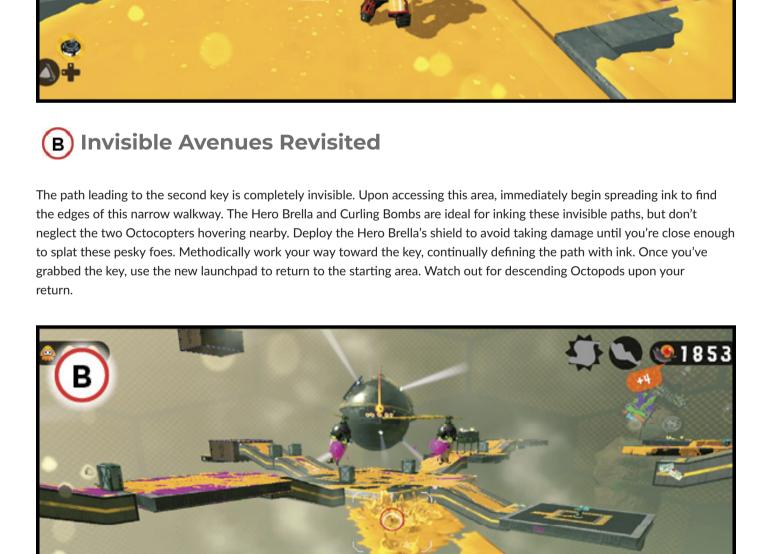
22 91788

nearby foes.



1840

the Flooder to retrieve the key, then use the new launchpad to return to the starting area, landing atop an inactive Flooder. Watch out for a few Octopods upon your return to this area. The key can be used to unlock one of the two central vaults.



(c) Propeller Management

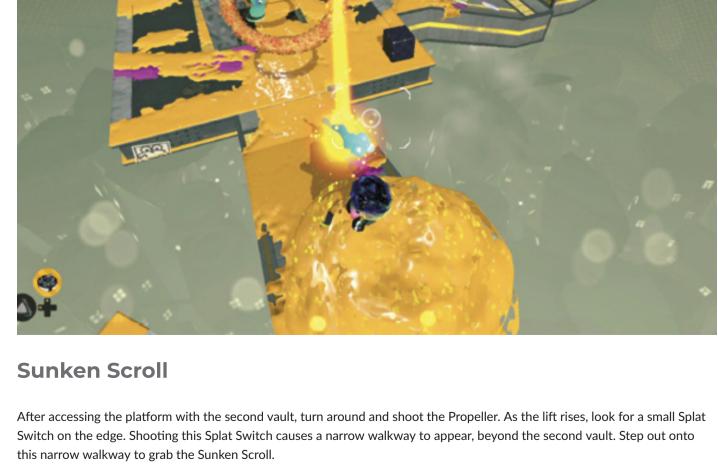
Clearing the Octosnipers from this platform causes a key to appear. Use the key to unlock the vault containing a propeller. Shooting the propeller causes the whole platform to rise. The Zapfish is located on the platform just above this position. To reach it, you must operate two Propellers simultaneously. This is a bit tricky, given the Hero Brella's limited range. Start by standing beneath the Zapfish's platform, and look up to spot a propeller—shoot it to cause the Zapfish's platform to descend. Immediately move toward the propeller you unlocked and shoot it, causing the platform to rise. Before the platforms reset, jump onto the Zapfish platform to complete this stage.

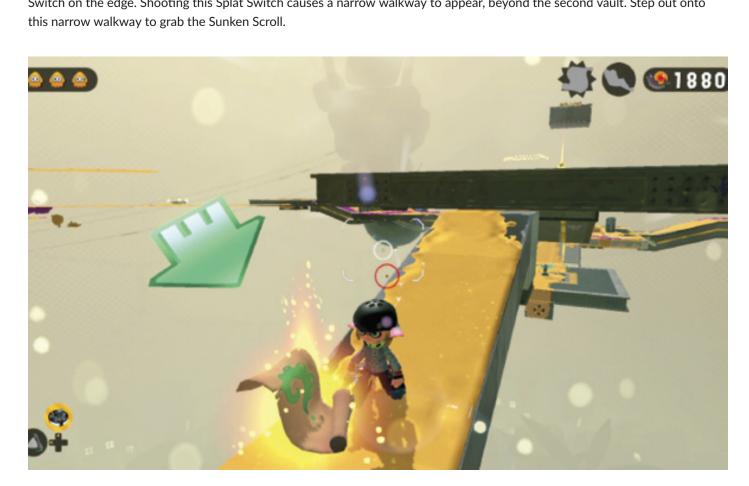


Sardinium

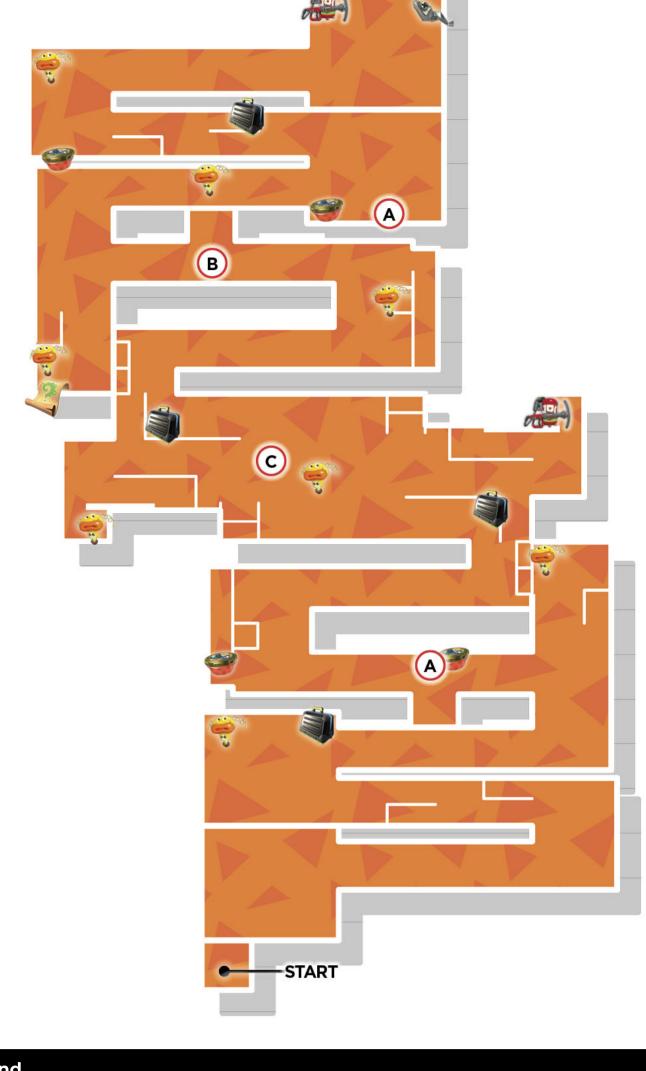
You must simultaneously move this Propeller platform and activate a Gusher to retrieve the stage's Sardinium. Once the platform is clear of enemies, stand near the Gusher and take aim at the distant propeller, hitting it with the Hero Brella or a Curling Bomb. This causes the platform to move beneath the Sardinium. Immediately activate the Gusher and ride atop the geyser of ink as the Propeller returns to its starting point, putting you within reach of the Sardinium. Keep riding atop the

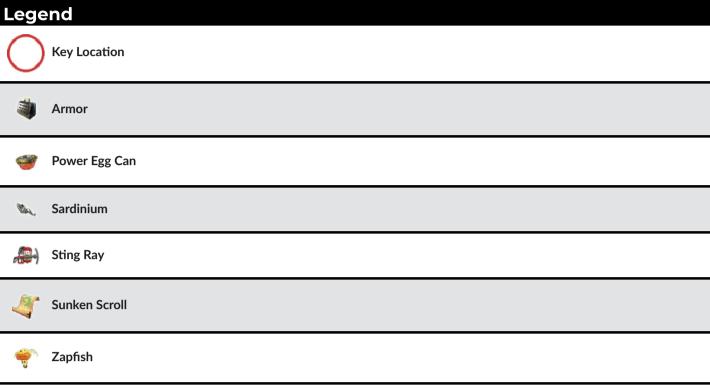
Gusher to pass through three squid rings as the Propeller returns.





21: Octolings Ahoy!



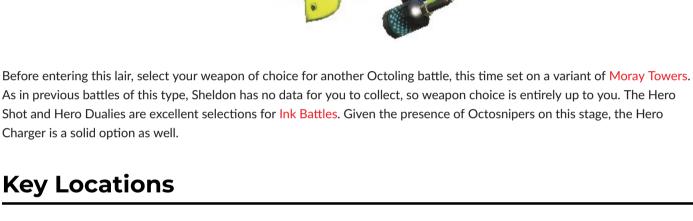


Lair Entrance



more Zapfish!

Sheldon Request



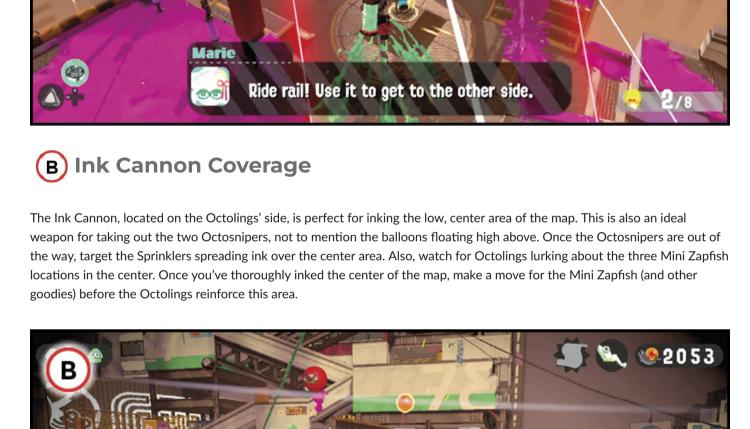
A Ride Rail Crossing The low, center section of the stage is watched by two Octosnipers. Don't even think about entering this area until both

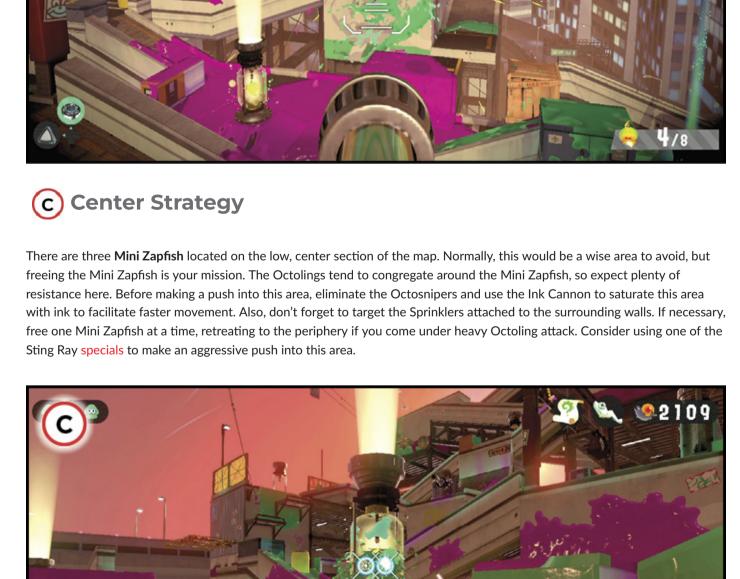
Octosnipers have been splatted. The Ride Rails crossing above the map are the quickest way to dispatch these dangerous foes.

While riding the Ride Rails, fire down on the Octosnipers below—each Ride Rail passes directly above each Octosniper position, making it easy to rain down ink. Make frequent use of these Ride Rails, as they offer a quick way to cross the map—

plus they're a great means of escape if you find yourself overwhelmed by Octolings.







Collectibles

Sardinium The lair's Sardinium is stored in a crate directly beneath the Octoling spawn point. Reaching this location requires an uphill climb, usually while facing opposition. Use Curling Bombs to ink a path ahead while making conservative probing attacks on the enemy defenses. If you find yourself under heavy attack, retreat and try again later, once the Octolings have dispersed.

6/8





Area 04: Slimeskin Garrison **Boss Battle: The Octo Shower**



Acquiring six Zapfish unlocks the area's Boss Kettle. Proceed toward Lair 19, then turn right atop this platform and cross the

Boss Kettle Entrance

nearby Dash Track to jump toward the distant Bounce Pad—there's a grate directly above. Bounce upward in squid form to pass through the grate, and approach the Boss Kettle to start the battle.





Round 1 As soon as the battle begins, the Octo Shower targets you with a red laser—this is your cue to move. Fire a line of ink and swim

and swim up the side. The Octo Shower is carried by three Octocopters. Take aim at one of the Octocopters and splat it with

through it to prevent getting splatted by the Octo Shower's opening long-range attack. Immediately move to the central tower

attacks.

your Hero Charger. The goal of this round is to eliminate all three Octocopters. After splatting one Octocopter, take aim at the next one before the Octo Shower retreats. You can usually eliminate two Octocopters before the Octo Shower flees. Follow the Octo Shower and ascend the adjacent platform to resume your attack.



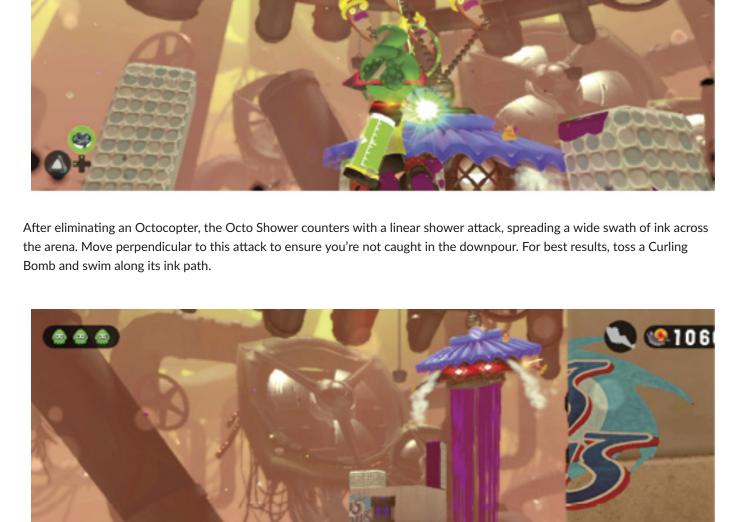


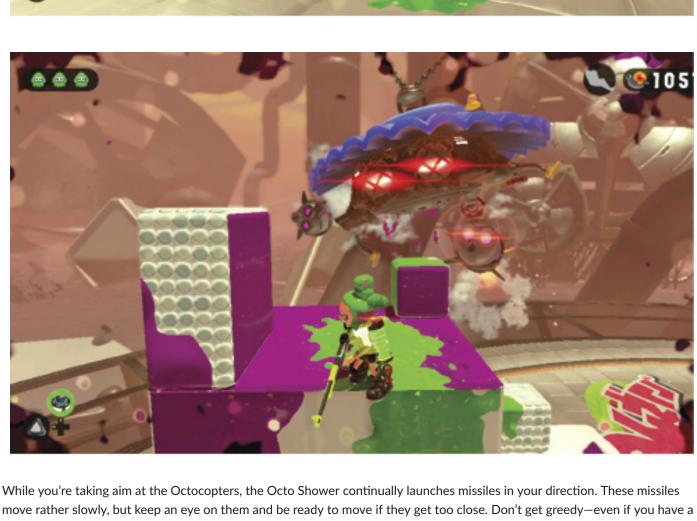
The Octo Shower comes back stronger in the second round, this time hoisted by four Octocopters. As soon as the round starts,

rush for the center platform to prevent getting splatted by the Octo Shower's new rapid-firing cannon attack. Toss a Curling Bomb and swim through the ink until you reach cover. Following the attack, climb the center platform and go to work on taking

out those four Octocopters. The faster you can eliminate the Octocopters, the sooner the round is over.







clear shot, it's better to retreat than to get splatted by an incoming missile. Continue taking down Octocopters until the tentacle is exposed once more—splat the tentacle wiggling atop the Octo Shower to start the third and final round. **Round 3** Be ready to move at the start of the third round, as the Octo Shower opens with a powerful Sting Ray attack. This beam of concentrated ink can pass through cover, so there's nowhere to hide. Instead, your best option is to keep moving, traveling perpendicular to the attack. As in the second round, the Octo Shower is carried by four Rocket Octocopters. When you're not dodging attacks, climb to the nearest platform and open fire with your Hero Charger. Just remember to dodge the incoming shower attack after eliminating each Octocopter.





Now, Agent 4! Finish the job! In addition to the new Sting Ray attack, the Octo Shower performs all attacks from previous rounds, including the cannon and missile attacks. Stay on your toes and be ready to dodge. Unlike with the Sting Ray, you can hide behind cover to evade the cannon and missile attacks. Keep up the pressure until all four Octocopters have been splatted, causing the Octo Shower to

crash. Take aim at the tentacle one last time and hit it repeatedly until it explodes. Following the Octo Shower's defeat, gather

the Sardinium and Zapfish to complete the battle. The path to Area 05 is now open!

Marie has an odd radio conversation with a stranger following the defeat of the Octo Shower. Is it really Callie on the other end? The stranger warns to stay away from the next area, stating it's too dangerous. Marie is confused. It sounds like Callie is working with the Octarians, but that

Calling Callie?

can't be right. Something is wrong. It's time to get to the bottom of this mystery.





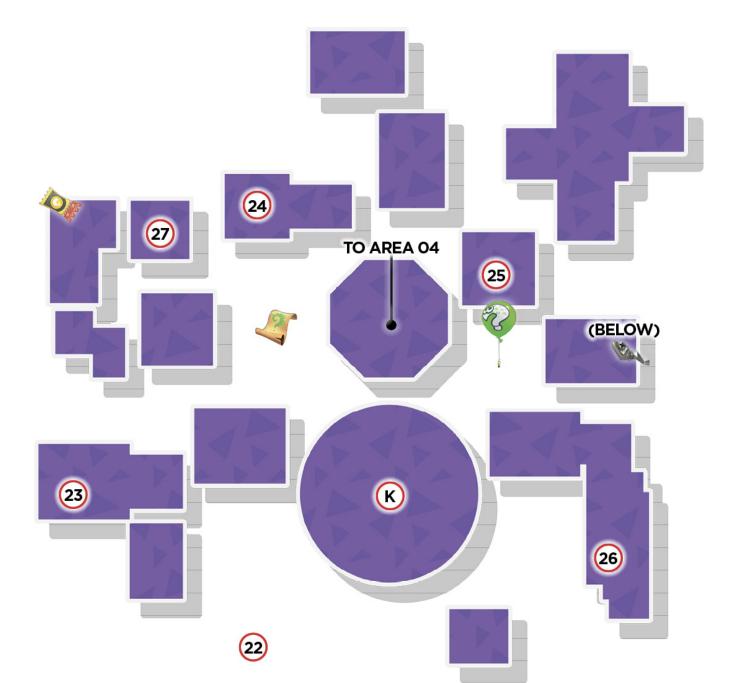
Area 05: Cephalon HQ
Overview



With the Octo Shower in the rearview mirror, it's time to focus on Cephalon HQ. The Octarians maintain a firm grip on this area—if the Great Zapfish and Callie are being held captive, they'll be found here. Utilize the flying-saucer platforms to explore the surrounding area, seeking out the well-concealed Octarian lairs. You need to secure six more Zapfish before the area's Boss Kettle opens, allowing you to finally uncover the truth. Sheldon supplies you with the Hero Brush here, completing the set of Hero weapons—feel free to replay previously completed lairs and boss fights with these weapons.







Legend



Underground Expressway



The Octogalaxy



Transfer Junctio



Platform Madhouse



Paradise Lanes



Octoling Workout



Boss Kettle



Sunken Scroll Balloon (Start)





Sunken Scroll



Sardinium



Ticket

Sardinium

This Sardinium is hidden beneath an isolated platform between Lairs 25 and 26. Use a saucer to reach the top of the platform, then shoot ink over the side to reveal an invisible platform below. Drop down onto the freshly inked platform to access the alcove beneath and grab the Sardinium.



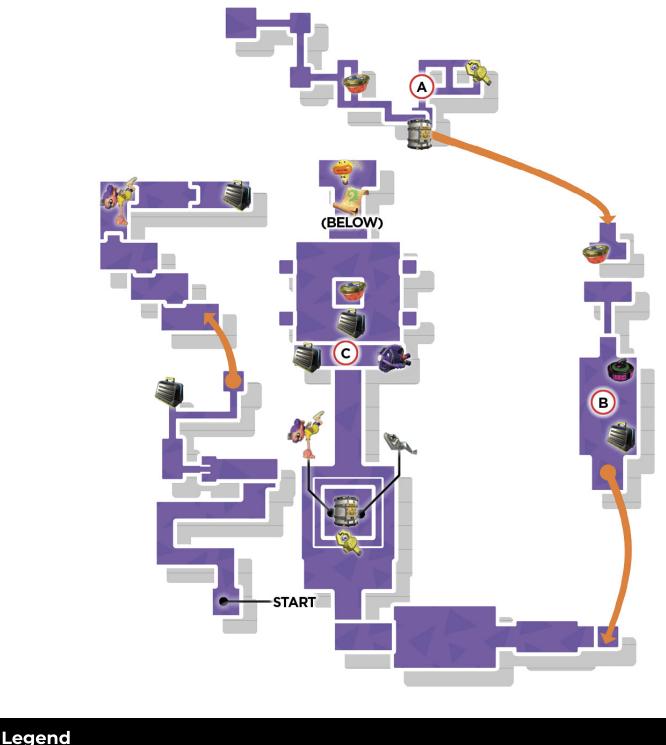
the central platform where you initially entered, looking out toward Lair 25—board one of the nearby saucers as it passes by. The first Sunken Scroll balloon is floating near the large tentacle, beneath Lair 25—pop it with your Hero Charger to begin the chase. Stay on the saucer and follow the green arrows to the next balloons in the sequence, shooting them with the Hero Charger. As the saucer circles back toward the central platform, jump off and shoot two more balloons. The final balloon is floating on the opposite side of the center platform, between Lairs 23 and 27. Shooting it causes the Sunken Scroll to appear and fall onto an invisible platform. Ink the area around the Sunken Scroll to reveal two neighboring platforms nearly connected by a drawbridge. Board one of the adjacent saucers and ride it toward the freshly inked platforms to retrieve the Sunken Scroll —cross the inked drawbridge when it's down, then squid-jump over to the scroll's platform.

Retrieving this Sunken Scroll requires you to hit multiple balloons from a moving platform. Equip the Hero Charger and start on



(I) Menu

Area 05: Cephalon HQ 22: Underground Expressway





Armor

Ink Storm

Curling Bomb Launcher

Key Location

Jump Path

Key

Power Egg Can

Sardinium

Splashdown

Sunken Scroll

Zapfish

Vault

Lair Entrance



Save 6 more Zapfish!

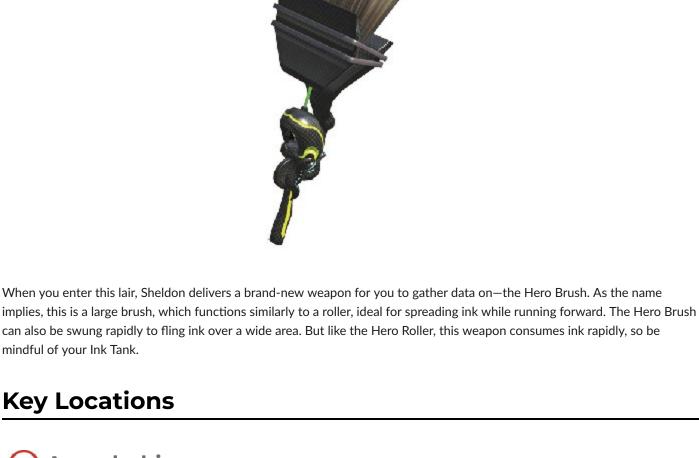
Sheldon Request

mindful of your Ink Tank.

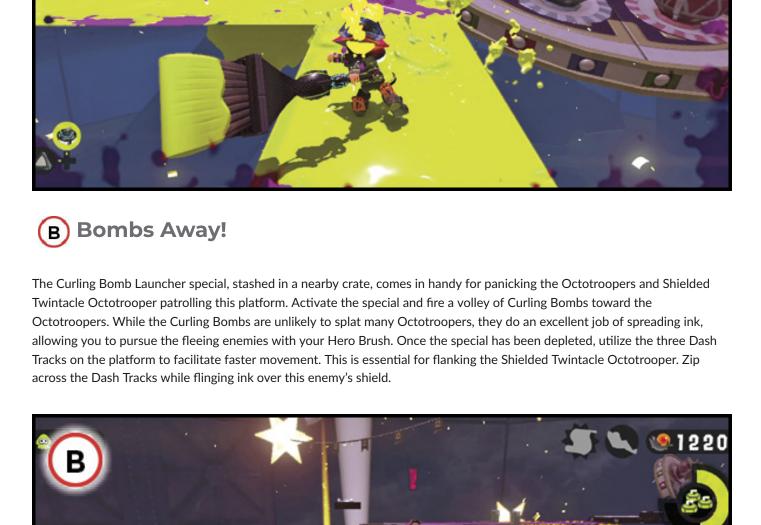
Key Locations

A Acrophobia

access the next launchpad.



Here, a Tentakook leads you on a lengthy chase across a series of narrow, invisible paths. Don't worry about catching up with the Tentakook. Instead, focus on inking the invisible paths. The Curling Bombs work well for creating long, linear paths of ink. The Hero Brush is also effective, but don't roll ink here—you run the risk of falling off an edge. Instead, fling ink from side to side to define the path ahead before stepping forward. When you reach the final path, corner the Tentakook near the vault and attack aggressively with bombs or your Hero Brush. Once splatted, the Tentakook drops the key to the vault, allowing you to



C) Make it Rain! The final invisible platform, leading to the Zapfish, is guarded by two Octocommanders. Fortunately, you can utilize the Ink Storm special stashed nearby to clear a path. Stand atop the low wall and toss the lnk Storm forward, lining up your throw with the most distant Octocommander. As the cloud passes overhead, it pours ink onto the invisible platform, coating the two Octocommanders—they're eventually splatted by the accumulating ink. Ride atop one of the Industrial Squee-Gs below to gather the surrounding items before making your way to the Zapfish.

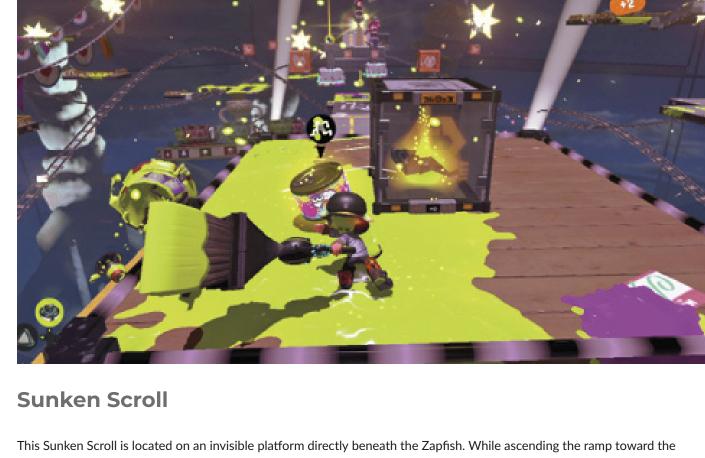
Collectibles

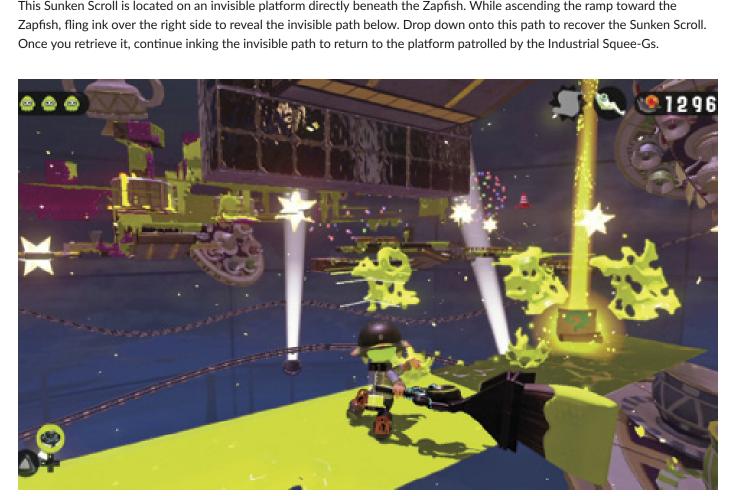
the box on top of the platform to retrieve the Sardinium.

Sardinium The Sardinium is locked in a box atop this platform. Eliminate the Shielded Octotrooper here to retrieve a Splashdown special. The key to the box is held by a Tentakook patrolling a trench-like recess at the base of the platform. Circle the trench and spread ink while chasing the Tentakook. There's nowhere to corner this Tentakook, so attack aggressively, swimming forward through your ink to move within attack range. Curling Bombs are effective for chasing the Tentakook—send a Curling Bomb

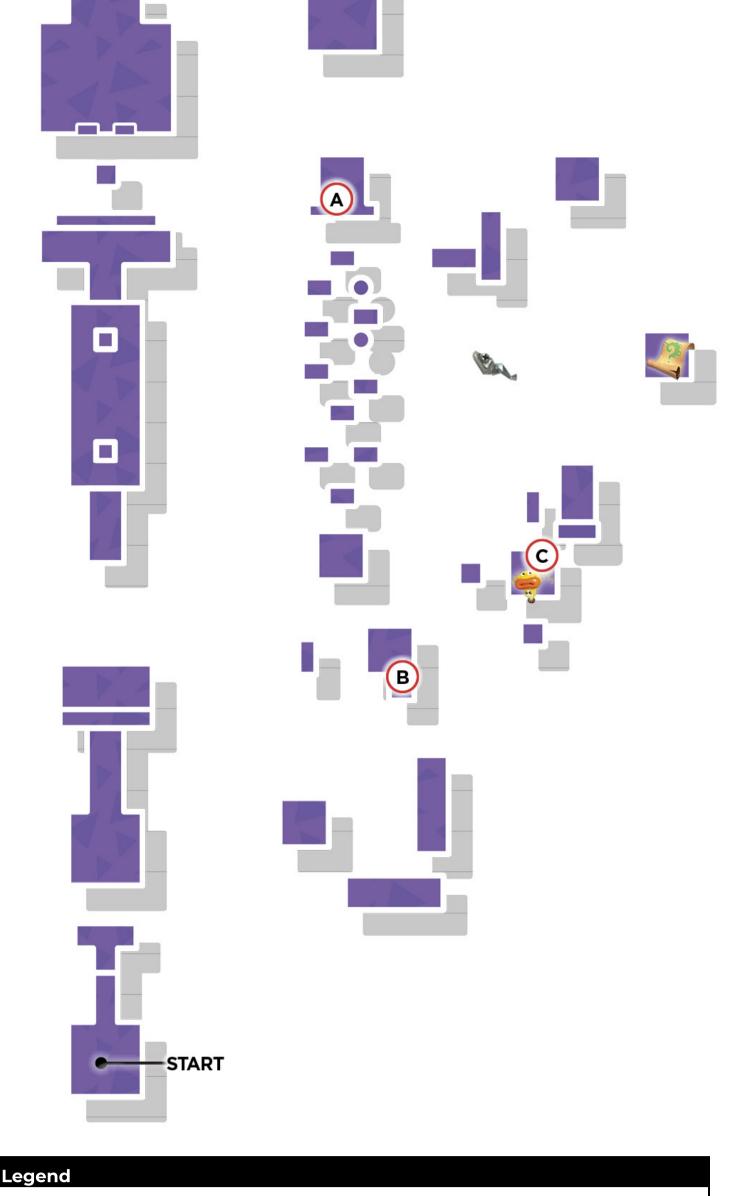
one direction while you move in the other in an attempt to trap the Tentakook. Once you've splatted this elusive enemy, unlock

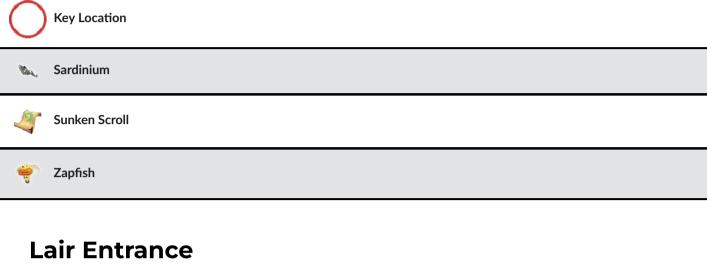
those industrial Squee-Gs with hd bombs!











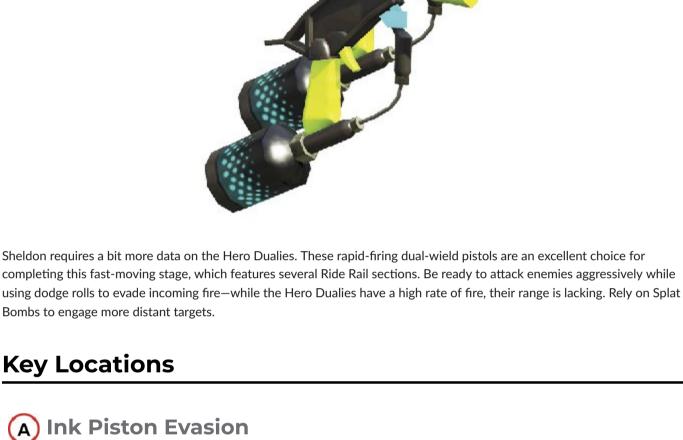


more Zapfish!

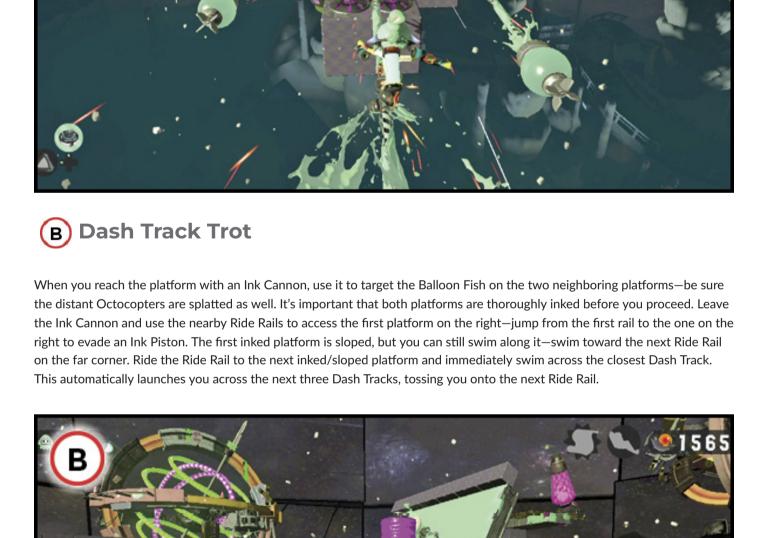
Sheldon Request

Key Locations

continue rotating. Wait until the lair is upright before attempting to enter.

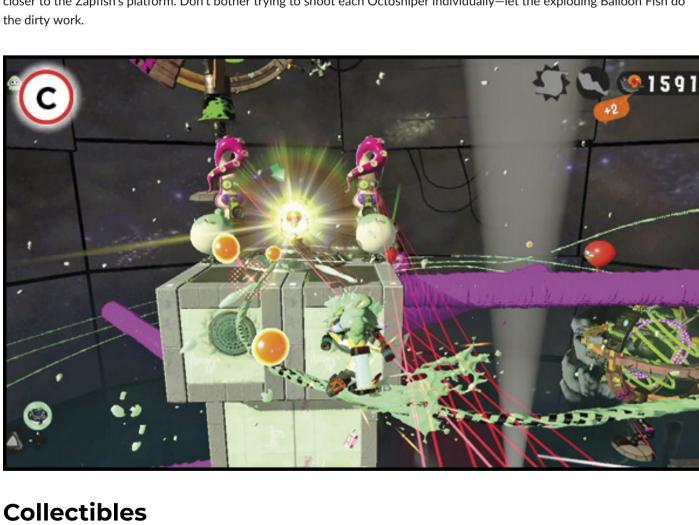


A series of Ink Pistons threatens to halt your advance here. Use the three Ride Rails to safely navigate this area, jumping from one rail to the next. Before leaving the platform, study the pattern of the extending and retracting Ink Pistons. Hop onto the center Ride Rail as soon as the nearby Ink Pistons retract. Be ready to hop to the rail on the left to avoid getting splatted by the pistons once they extend. Continue along the Ride Rails, jumping laterally to evade the extended Ink Pistons.





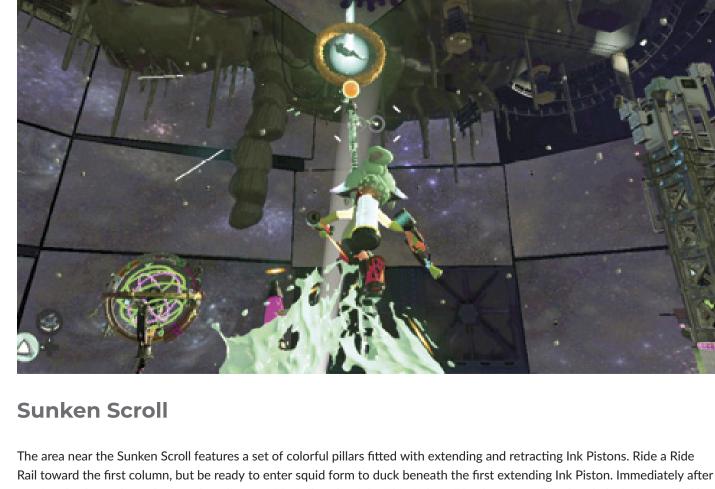
(c) Octosniper Splat The Zapfish's platform is guarded by two Octosnipers. As long as you keep moving on the Ride Rails, the Octosnipers aren't a threat—you're moving too fast. While riding the ascending Ride Rails, toss Splat Bombs toward the Balloon Fish next to each Octosniper. Simply landing one Splat Bomb near the Zapfish is enough to trigger both Balloon Fish, setting off a massive ink explosion capable of splatting both Octosnipers. If your Splat Bombs miss, be ready to shoot one of the Balloon Fish as you get closer to the Zapfish's platform. Don't bother trying to shoot each Octosniper individually—let the exploding Balloon Fish do the dirty work.



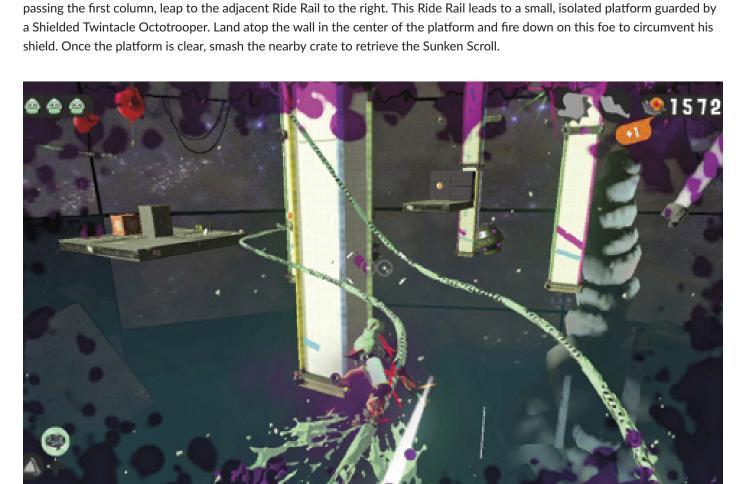
the center Ride Rail leading up to the Sardinium. Jump forward at the end of the Ride Rail to pass through a squid ring and collect the Sardinium.

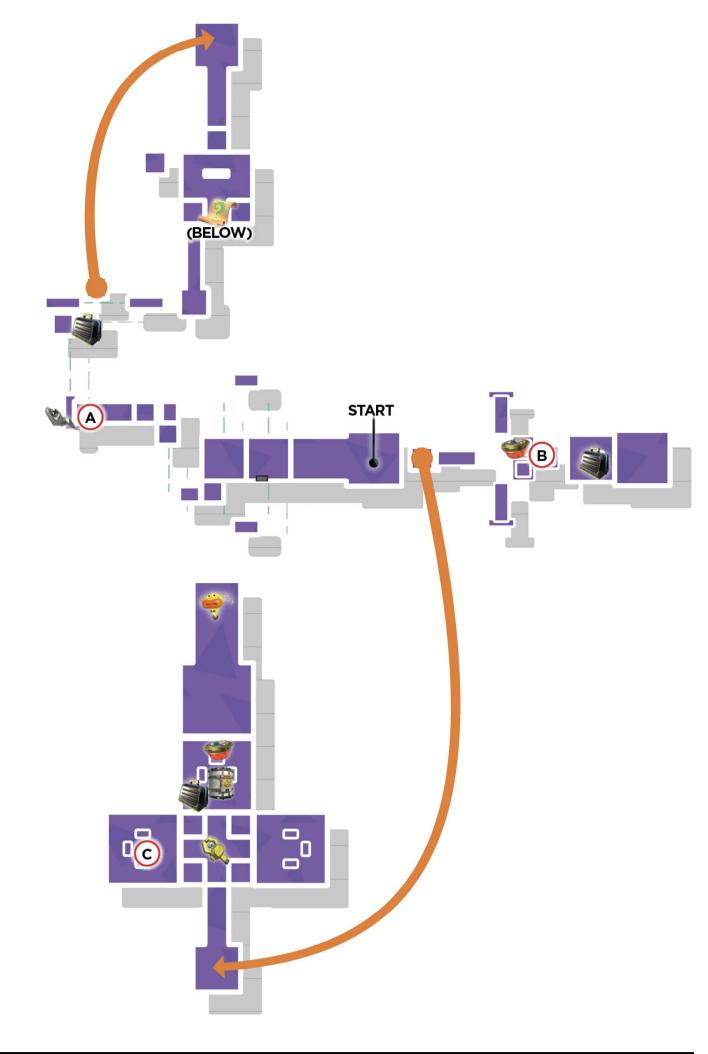
Sardinium

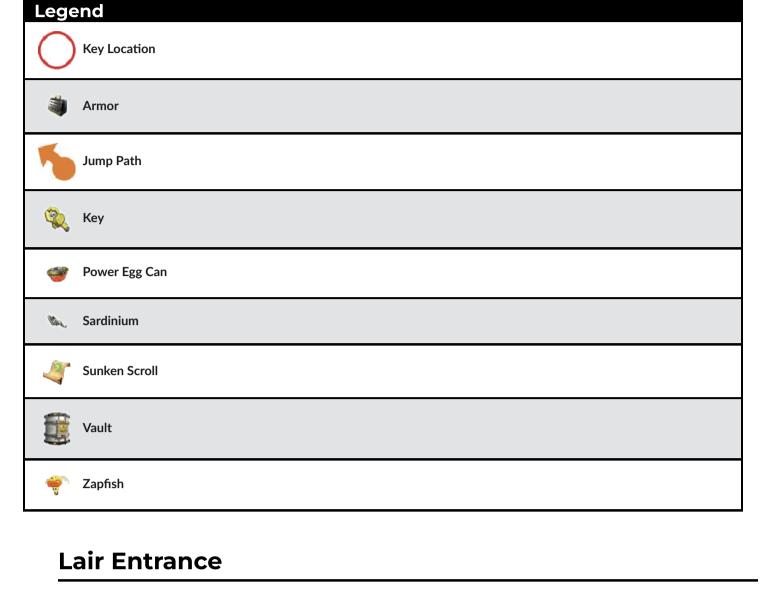
When reaching the checkpoint with a Dash Track, focus on the Sardinium floating in the distance. Run across the Dash Track to access the nearby Ride Rail. Two more Ride Rails appear ahead, flanking the first one—jump to the left or right to avoid the vertical Ink Piston. Once you're beyond the piston, the Sardinium comes into clear view. Perform a couple more jumps to reach

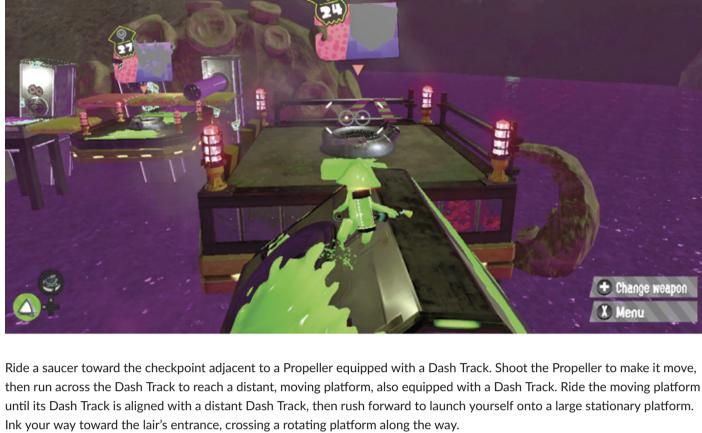


passing the first column, leap to the adjacent Ride Rail to the right. This Ride Rail leads to a small, isolated platform guarded by a Shielded Twintacle Octotrooper. Land atop the wall in the center of the platform and fire down on this foe to circumvent his shield. Once the platform is clear, smash the nearby crate to retrieve the Sunken Scroll.





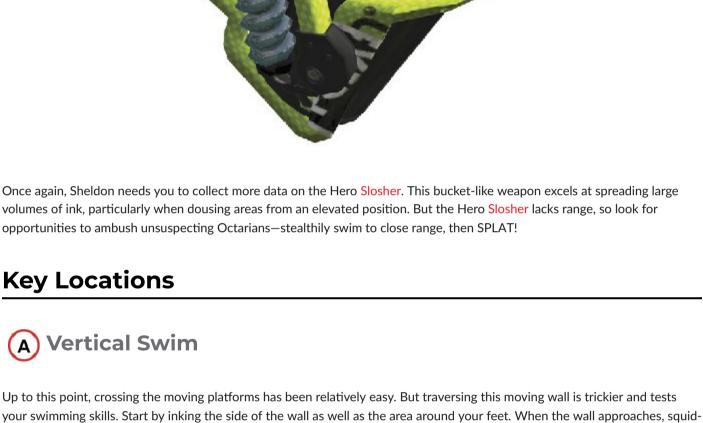




Save 4 more Zapfish!

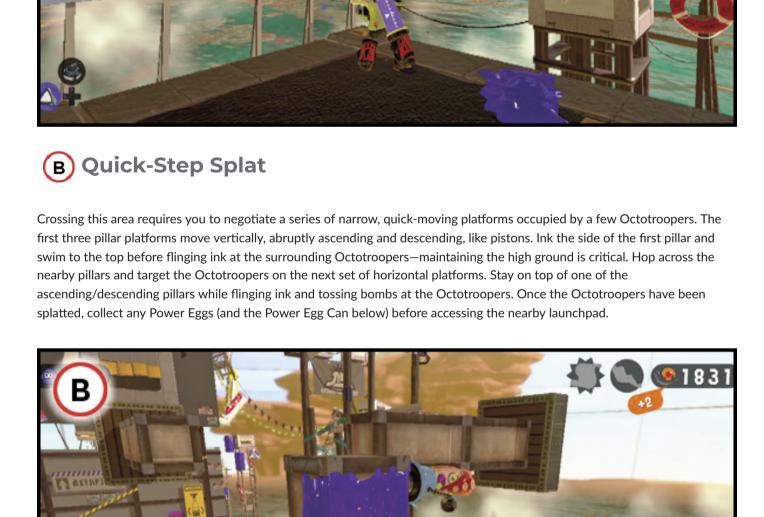
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Sheldon Request



right. The Sardinium is positioned on the opposite side of this wall, so don't leave just yet—ink and swim along the back side to retrieve the Sardinium.

jump onto its inked side. Upon making contact, stay in squid form and swim up. Gravity instantly starts pulling you down, so continually swim upward to avoid falling off. Stay on this vertical surface until you can jump over to the next platform on the



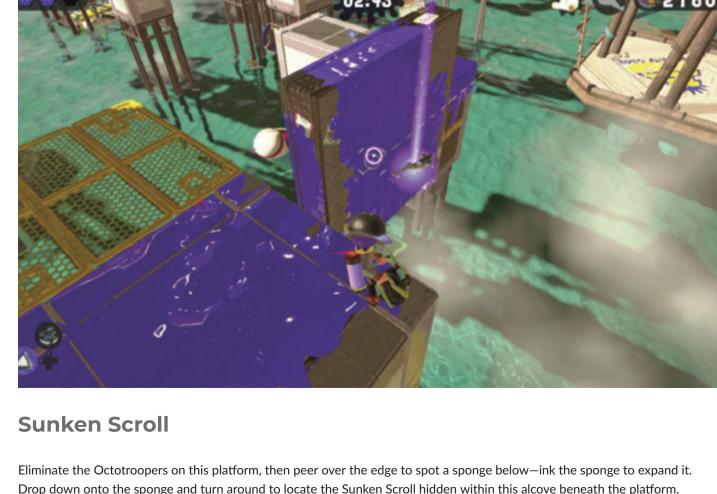
c Key Release To reach the Zapfish, you must unlock a vault containing a Splat Switch. The key to the vault is held in the rotating cube above -you must ink all six sides of this rotating cube. Clear the enemies from the raised, flanking platforms to extend pillars overlooking the cube. Ink the sides of the pillars and swim to the top. From these two elevated positions you can fling ink toward the rotating cube. Hit all six Splat Switches attached to the rotating cube to release the key. Grab the key and use it to unlock the vault. Ink the Splat Switch within the vault to extend a new platform leading to the Zapfish.

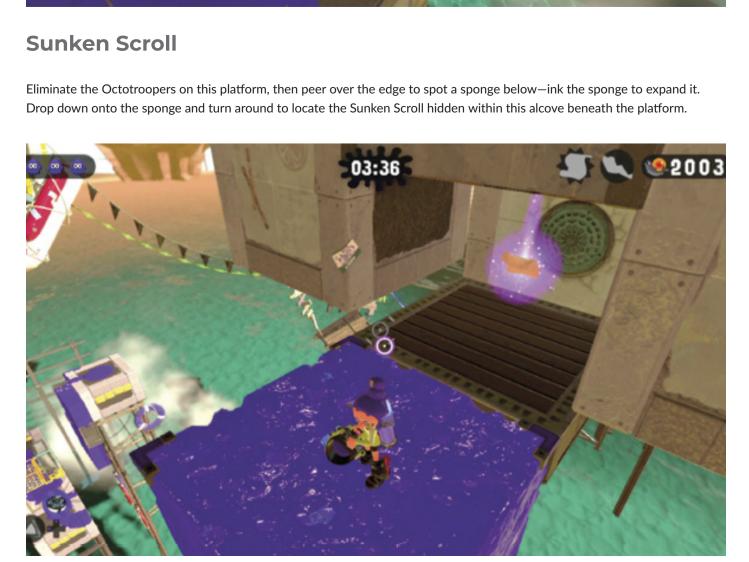


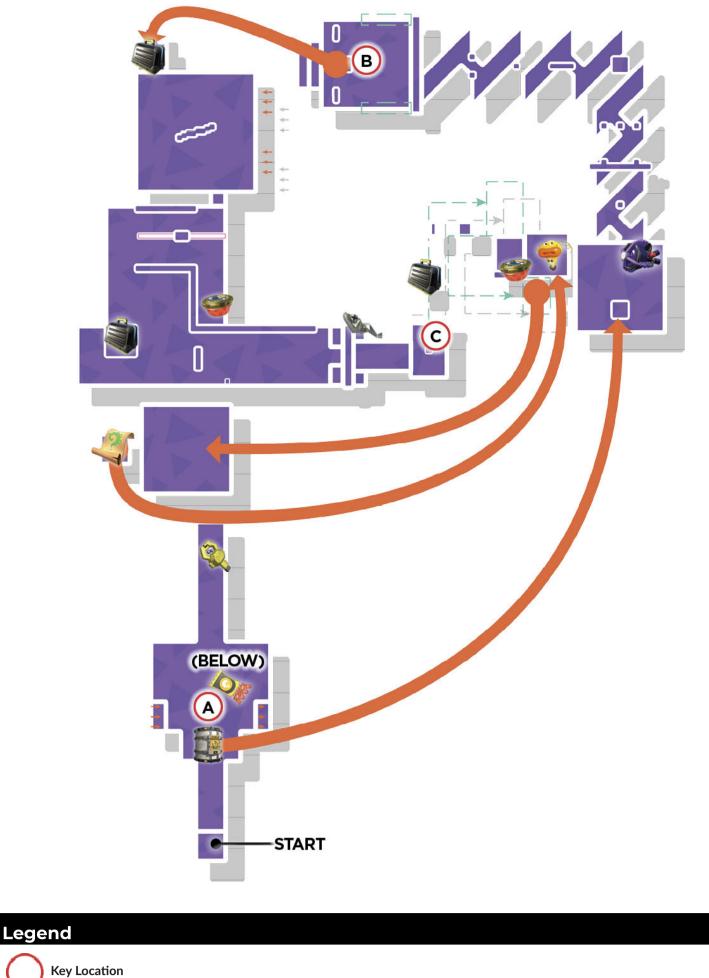
Sardinium

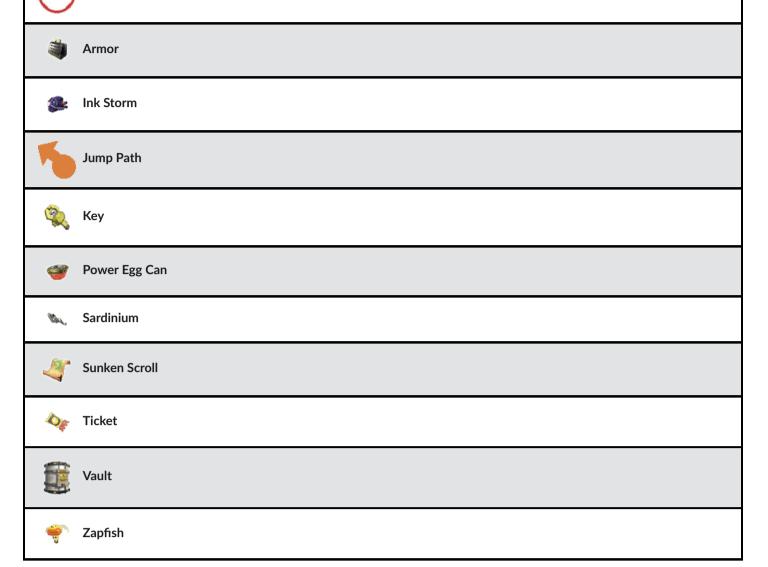
thoroughly ink the back side and squid-jump onto the side to retrieve the Sardinium. Stay in squid form until you can jump back onto the stationary platform.

The lair's Sardinium is hidden along the back side of this moving platform. After inking and traversing the front side of the platform, hop to the adjoining platform and turn around to spot the Sardinium. As you did with the front side of the platform,







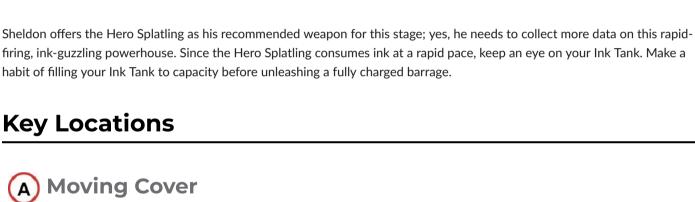




Sheldon Request

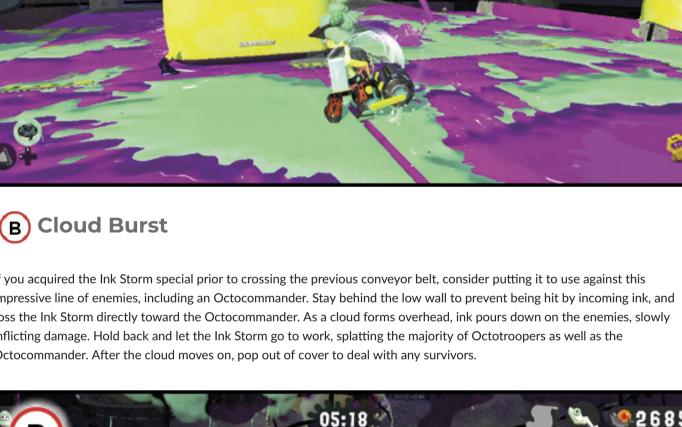
cause the walls to move toward each other. Hop to the top of the approaching wall and ride it toward a Ride Rail hub-shoot

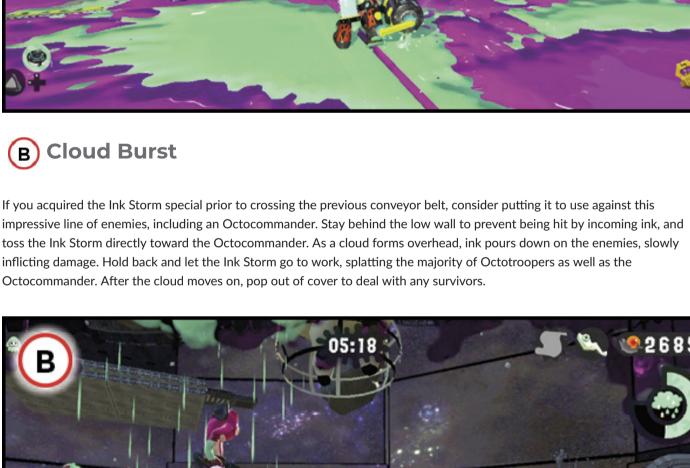
the hub to activate the Ride Rail, and ride it to a distant platform to access the lair.

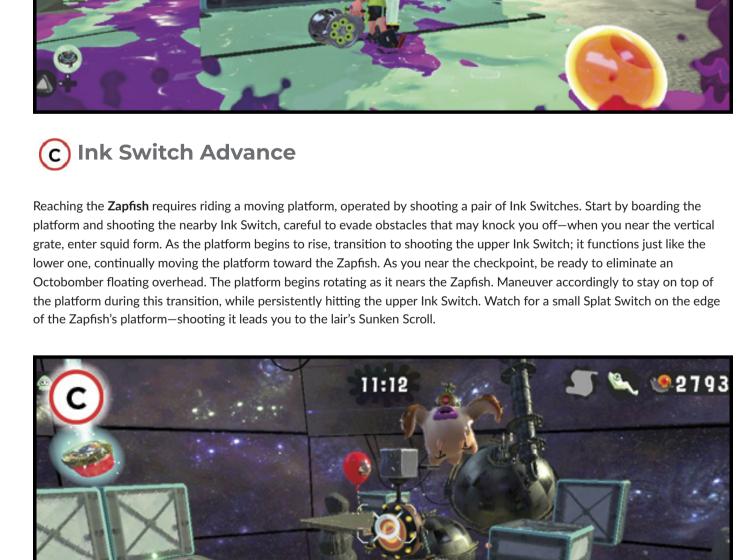


After you retrieve the key on this platform, two Twintacle Octotroopers and two Octocommanders appear, blocking your path to the vault. Fight your way past the Twintacle Octotroopers first, then cautiously approach the Octocommanders, using the yellow inflatable barriers for cover. The barriers on the moving conveyor belt allow you to get close enough to hit each Octocommander with the Hero Splatling, but you need to keep moving to stay behind cover. Sidestep to the left while firing,

hitting each Octocommander with a fully charged barrage of ink. Once both Octocommanders are splatted, retrieve the ticket below this platform—ink the conveyor belt and swim along a vertical piece as it passes below to access a hidden platform.





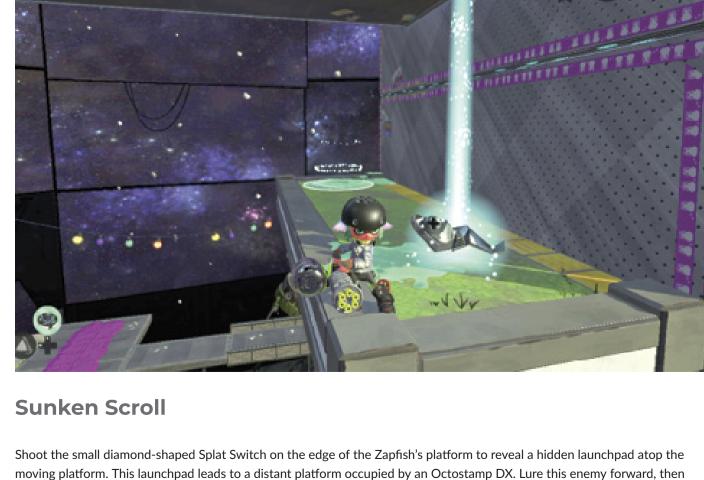


After scaling the nearby wall, look down and to the left to spot a low platform holding the Sardinium. Drop down to collect it, then use the nearby launchpad to advance to the next checkpoint.

Collectibles

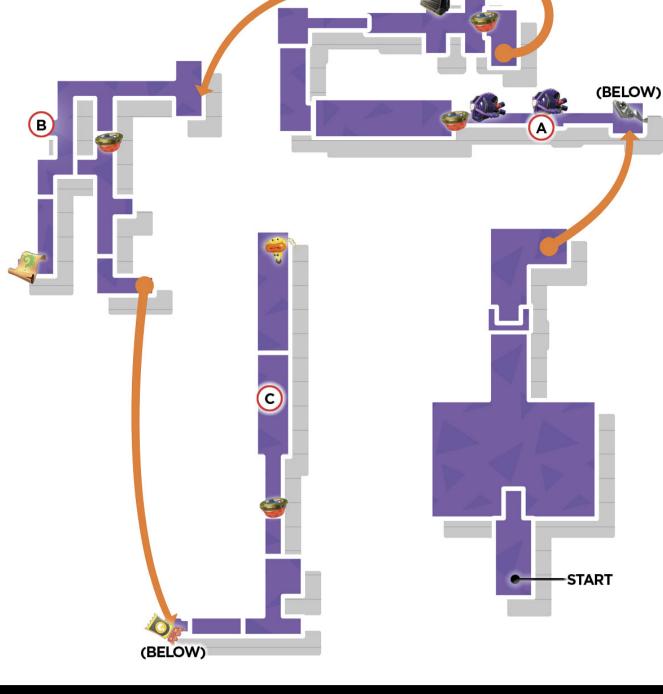
Sardinium

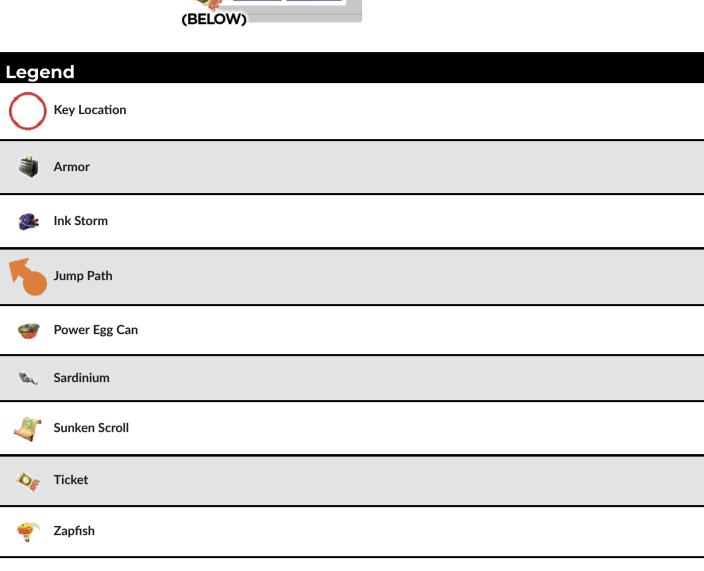
...



sidestep as he face-plants. Use this opportunity to ink his side and swim up to another launchpad on his back, which leads to a small platform with a high stack of crates. Smash all the crates to retrieve Power Eggs and this lair's Sunken Scroll. Use the launchpad beneath the crates to return to the Zapfish's platform.







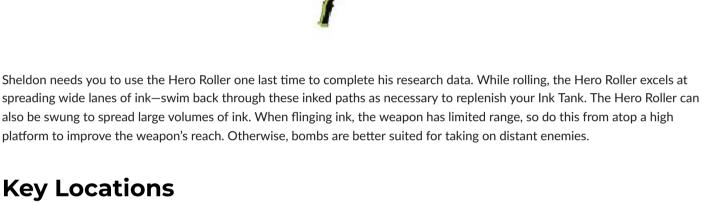


Save 2 more Zapfish!

Sheldon Request

the second rotating platform and look up to shoot a Splat Switch on a platform above. This causes the platform to drop,

allowing you to jump over and ink the lair's entrance.



) Rotating Platform Grab the Ink Storm special on this platform and use it to spread ink onto the rotating platform below. The Ink Storm pops the

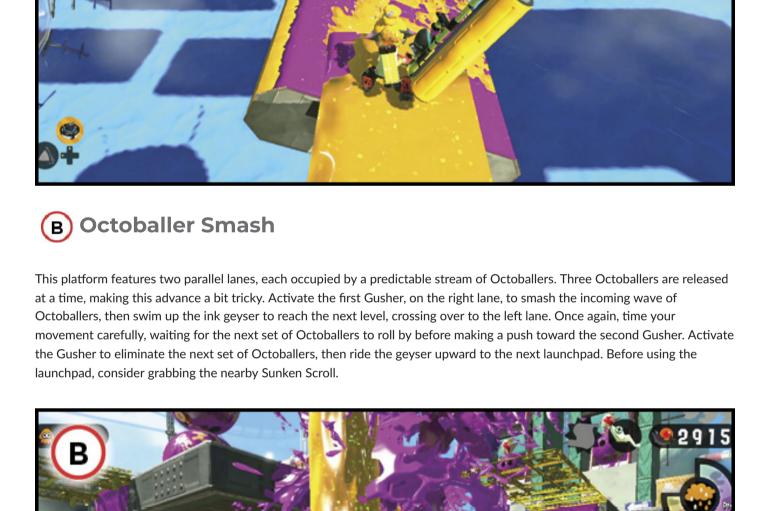
Octoballers on the rotating platform, but it does slow them down, making the platform easier to cross. It rotates clockwise, so

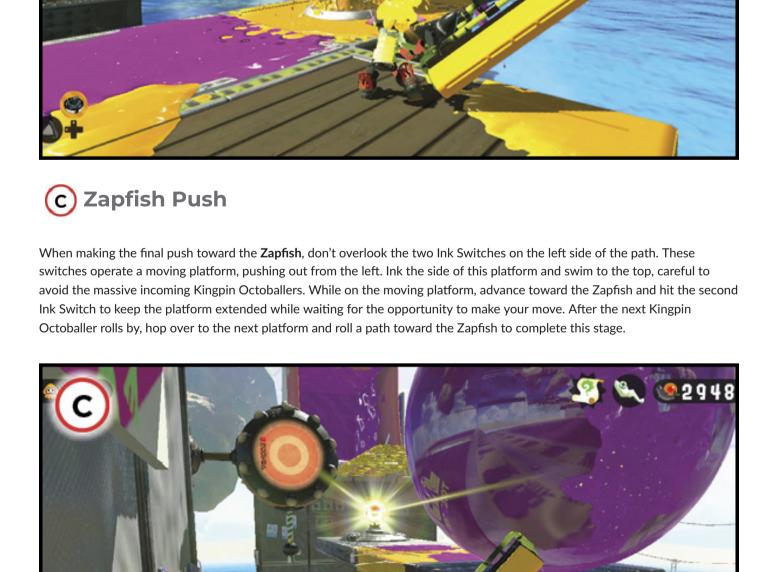
balloons above the platform while spreading ink. The amount of ink dispensed isn't quite enough to splat the rolling

sidestep left while crossing to compensate. Rolling the Hero Roller or tossing Curling Bombs offers a quick way to cross—swim when possible to increase speed. Just be sure to stay on top at all times. Grab another Ink Storm special and a Power Egg Can on your way.

Key Locations







Sardinium

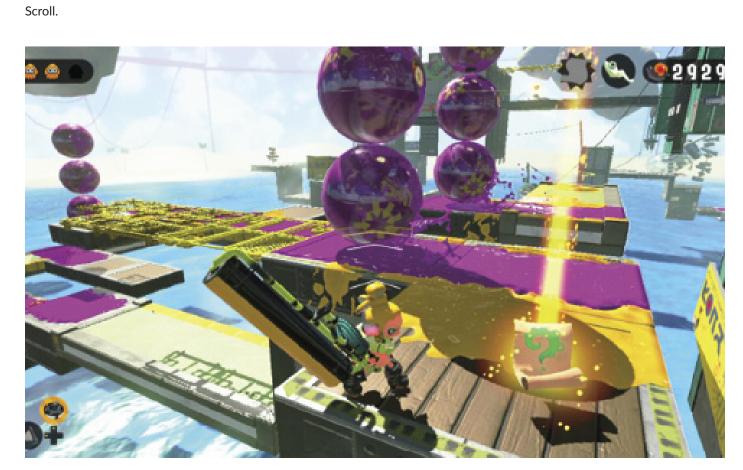
Collectibles



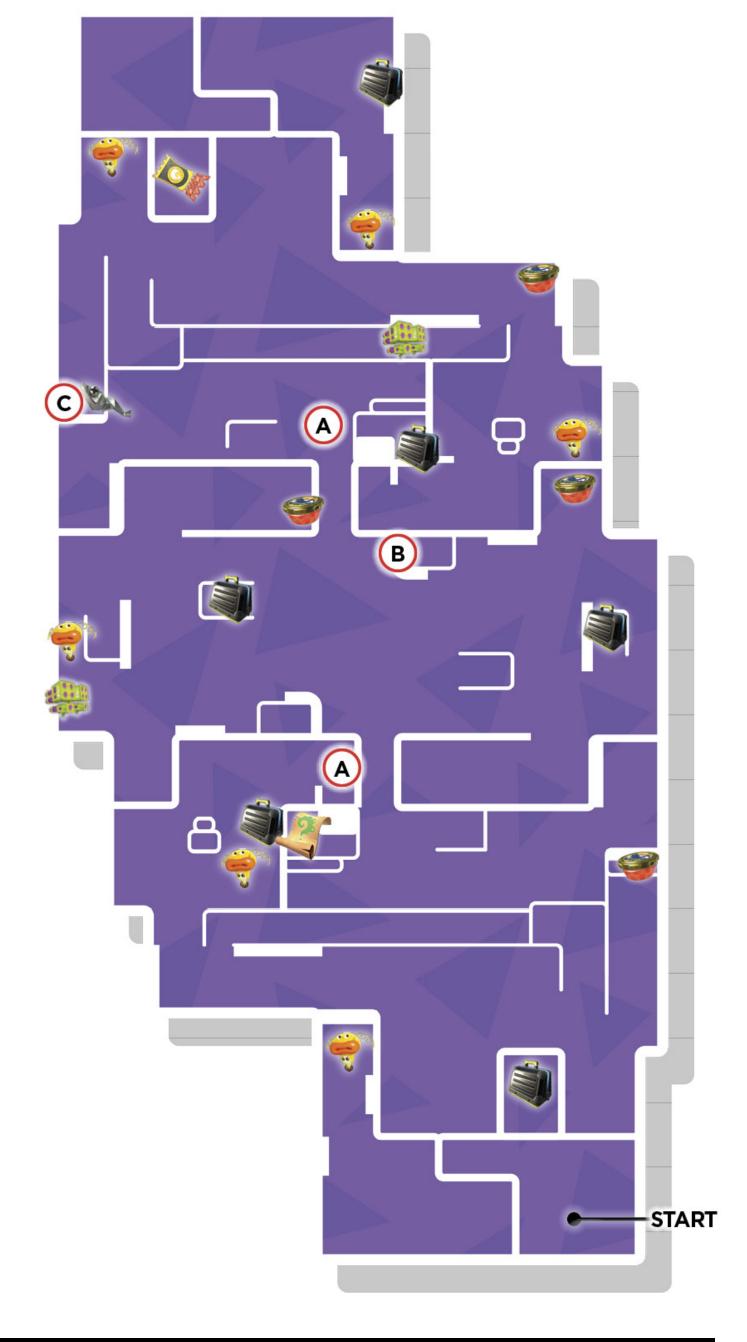
Sunken Scroll

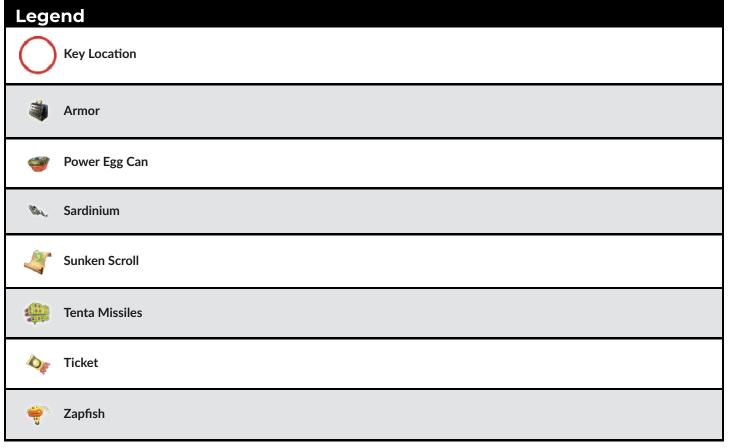
path before squid-jumping across to the adjacent lane. Rush to this ledge and smash the crate to grab this lair's Sunken Scroll.

Navigate toward this platform's launchpad, careful to avoid the stacks of Octoballers rolling down the narrow lanes. Before using the launchpad, turn to the orange crate on the neighboring lane. Wait for the latest set of Octoballers to pass, then ink a





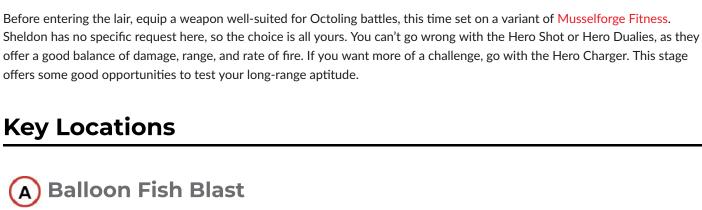






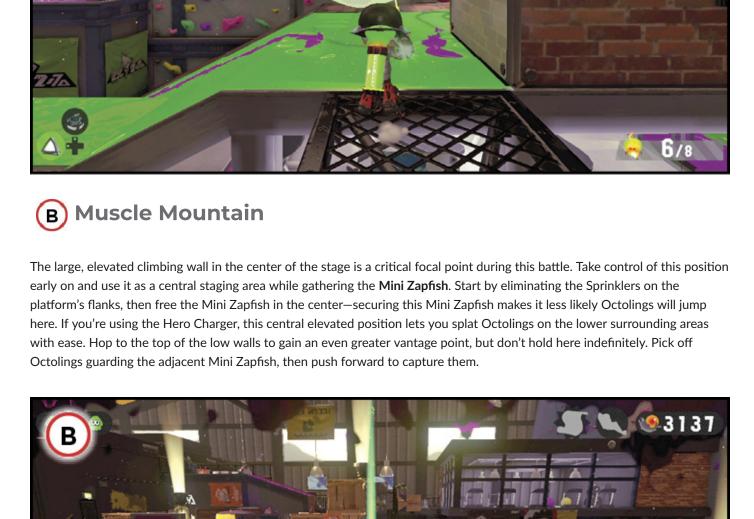
reveal it. **Sheldon Request**

-bounce up onto the tower to retrieve it. Continue bouncing on the Bounce Pad while watching for a moving platform to the right. When the moving platform approaches, bounce over to it. The lair is hidden on this moving platform—spread some ink to

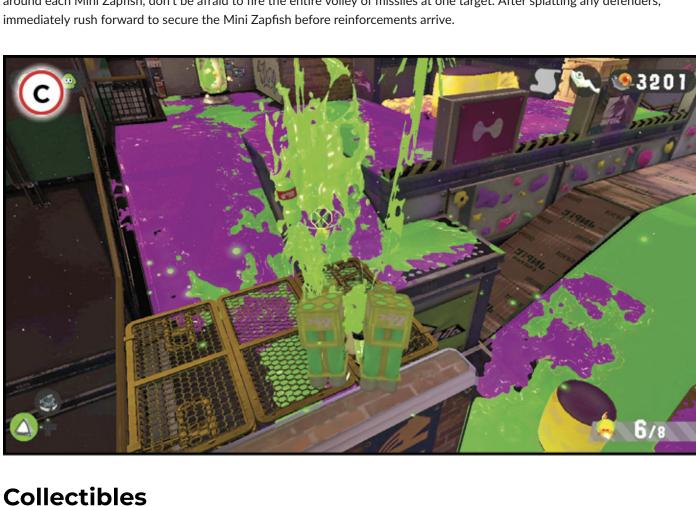


Don't overlook the two Balloon Fish on this map. One is located beneath the catwalk near the center hill, and the other is situated on the opposite side of the hill, on the upper level. Shooting these Balloon Fish results in a massive ink explosion that spreads ink over a wide area and splats any Octolings within the generous blast radius. Octolings usually steer clear of these Balloon Fish, but you can lure them into an ambush—draw their attention, then swim toward one of the Balloon Fish. As they pursue, shoot the Balloon Fish to spring the trap.

3185



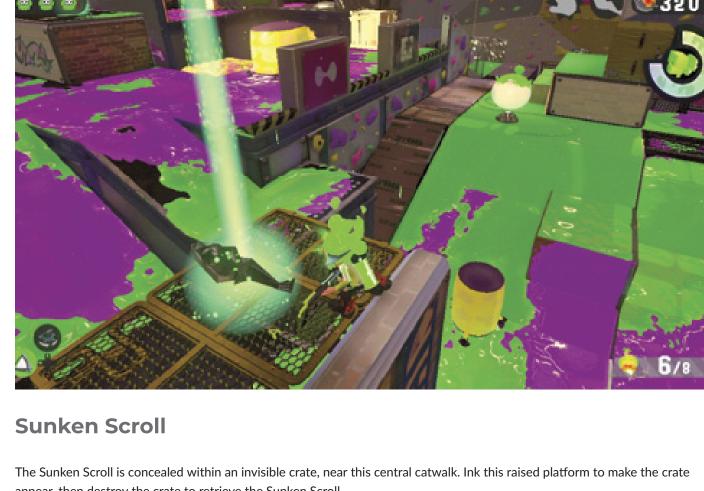
Tenta Missile Assault Freeing the two Mini Zapfish near the enemy base is extremely dangerous, as the Octolings hold the high ground. Before pushing into these areas, acquire the Tenta Missiles special—there are two on this map. The Tenta Missiles allow you to target any Octolings patrolling around the Mini Zapfish. When possible, climb or swim to an elevated position before activating this special. This makes it easier to spot and target Octolings, even if they're swimming. While there may only be one Octoling around each Mini Zapfish, don't be afraid to fire the entire volley of missiles at one target. After splatting any defenders, immediately rush forward to secure the Mini Zapfish before reinforcements arrive.



Inkfurler at the base of the wall to extend it up to the grate. Swim up the extended Inkfurler to retrieve the Sardinium. Hold this elevated position to eliminate any nearby Octolings before moving on—this is a great sniping perch if you're using the Hero Charger.

Sardinium

The Sardinium is stored in the large orange crate atop this elevated grate, not far from the Octoling spawn point. Target the



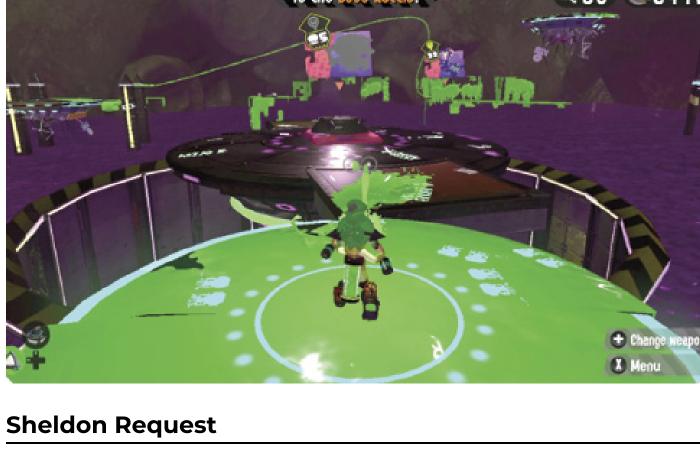




Once you've secured six Zapfish, the Boss Kettle ascends from the massive pit between Lairs 23 and 26. Return to the central platform, where you originally entered the area, and board one of the saucers to cross over to the Boss Kettle. This is the final

Boss Battle: Octobot King II

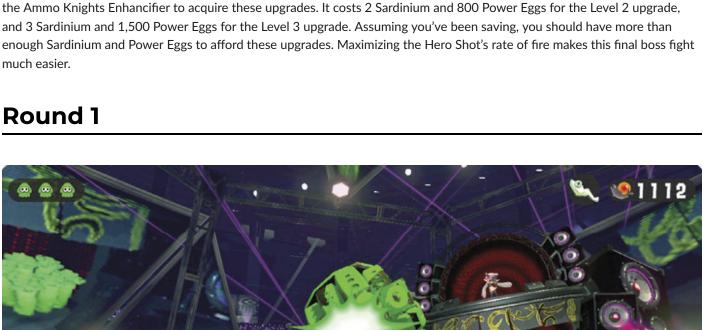
showdown—it's time to figure out what happened to the Great Zapfish and Callie. **3412**



For this final boss battle, Sheldon needs you to collect more data on the Hero Shot. Before you enter the Boss Kettle, it's highly recommended that you fully upgrade the Hero Shot to improve its rate of fire. Return to Tentakeel Outpost (Area 01) and visit

much easier.

Round 1

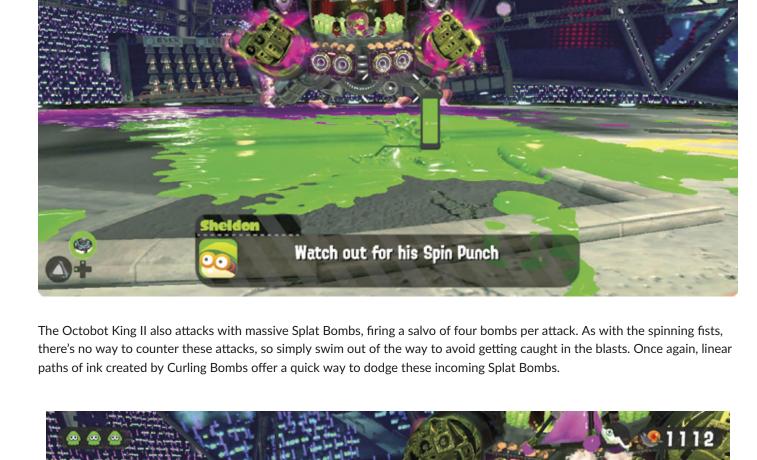


Octavio. Together, they operate the Octobot King II, a robotic, punch-throwing robot powered by the Great Zapfish. As the battle commences, watch the Octobot King II's gold fists. When the markings on the knuckles turn pink, the boss is about to throw a punch. Open fire on the approaching fist to knock it back toward the Octobot King II. This is the only way to damage this boss. Not all punching attacks can be countered. When the Octobot King II's fists start spinning, be ready to move laterally to avoid getting hit. Notice that the markings on the knuckles don't turn pink when the fists are spinning. Spinning-fist attacks can only

be dodged—don't try to shoot them. Instead, spread ink on the arena floor and swim out of the way before you're smacked.

Curling Bombs offer an effective means of escape. Toss one and follow the ink trail to safety.

At the start of the battle, approach Callie in the center of the arena—something's not right. Callie has been brainwashed by DJ





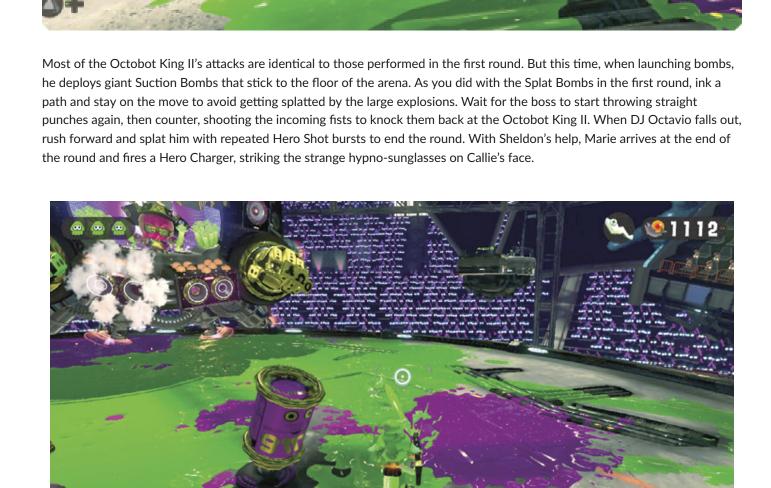
The Octobot King II begins the second round with more punch attacks—be ready to counter by shooting the approaching fists. The boss then launches a salvo of tentacles. Shoot these objects while they're wound tight into ball shapes. If left unchallenged, these tentacles turn into purple columns of ink that make it more difficult to dodge the Octobot King II's attacks.

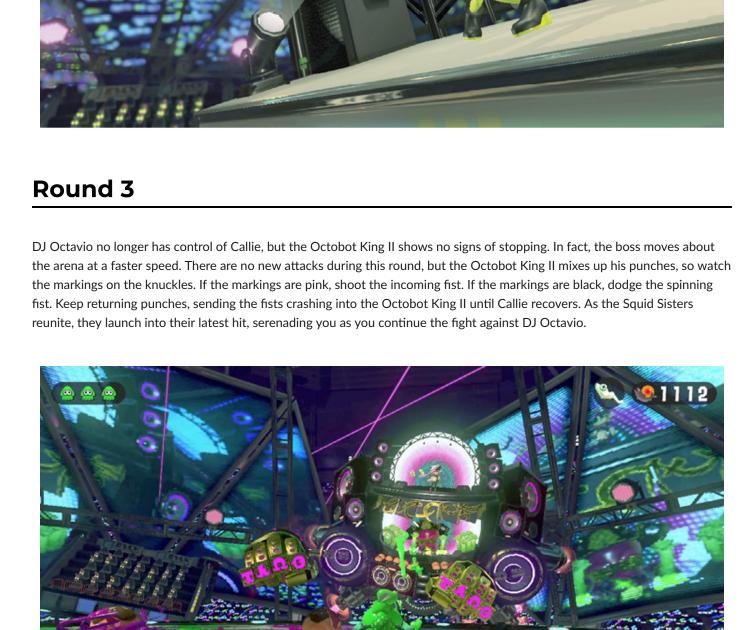
He's gonna hit you with his Shower Attack!

Continue dodging the Splat Bomb and spinning-fist attacks while looking for opportunities to counter the Octobot King II's basic punch attacks. Eventually, the boss performs a shower attack, similar to the Octo Shower. As ink spews from the bottom of the Octobot King II, move out of the way to avoid getting drenched. Once the Octobot King II has sustained significant damage from counters to his punch attacks, DJ Octavio falls out. Rush toward DJ Octavio and hit him repeatedly with your

Hero Shot to end the first round.

Round 2





Final Round Sheldon delivers a new weapon for the final round—a Rainmaker. This is a modified variant of the same weapon used during Ranked and League Ink Battle matches. Hold down ZR to charge the weapon, and release ZR to fire a cyclone of exploding ink. As the Octobot King II ascends high above the arena, use the launchpad to pursue by launching yourself onto a Ride Rail. Here, two Ride Rails circle the Octobot King II. Jump between the outer and inner rails to avoid incoming punch attacks.

Start charging the Rainmaker as soon as you land on the Ride Rail. While it's charging, a line extends from the Rainmaker, showing its trajectory. At the end of the line is a transparent orb that represents the Rainmaker's point of impact and blast radius. Keep charging the weapon until you can place the point of impact on one of the Octobot King II's incoming fists. As in the previous rounds, you can only counter the straight incoming punches—watch for the pink markings on the knuckles. Countering sends the Octobot King II's fist right back at him, dealing damage. If faced with a spinning punch, leap to the neighboring Ride Rail to avoid getting smacked.

Follow him, Agent 4! End this!

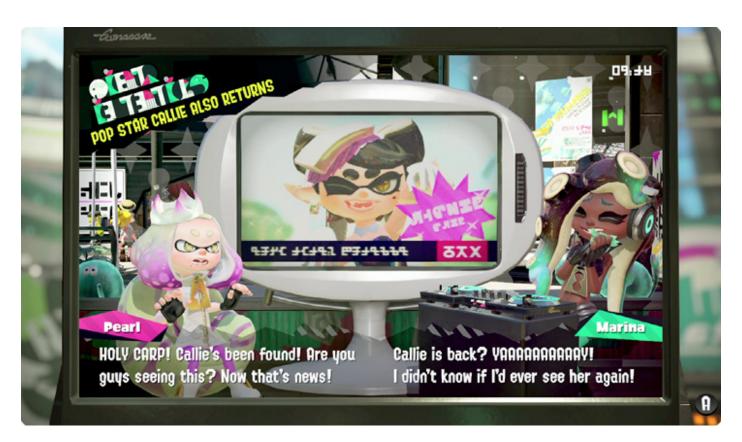


After multiple successful countered punches, the Octobot King II tumbles, dropping to the arena floor and ejecting DJ Octavio. A third Ride Rail appears, leading down to the floor. Hop to this new rail and ride it down to deliver a final blow, dropping directly onto DJ Octavio. This completes the battle. Not only have you rescued the Great Zapfish, but you've also reunited the Squid Sisters! Great work, Agent 4! Cap'n Cuttlefish would be proud!





Your success hasn't gone unnoticed in Inkopolis Square, but don't expect to get any credit. Following the defeat of the Octobot King II, Pearl and Marina launch into a fresh episode of Off the Hook, reporting the return of the Great Zapfish and Callie.



Return to Octo Canyon after the game's interactive credit sequence to check in with Marie. She's grateful for your assistance in rescuing the Great Zapfish and Callie. Unfortunately, nobody in Inkopolis realizes anything was wrong, hence their lack of gratitude. DJ Octavio has once again been secured in a snow globe-like containment chamber. Marie promises to keep an eye on him until Cap'n Cuttlefish returns. Sheldon has also installed a TV nearby, allowing you to view the game's credits.



HERO WEAPONS

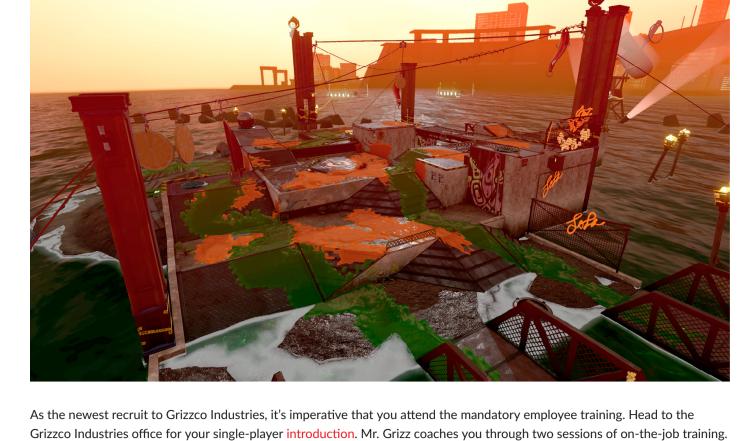
The same weapons you used in Octo Canyon can be unlocked for use during multiplayer Ink Battles, but you have to replay every lair and boss fight with each Hero weapon. For example, replay the entire game with the Hero Shot to unlock it for Ink Battles. The same is true for the rest of the Hero weapons. The Records tab within the Menu screen tracks which lairs and boss fights you've completed with each weapon. Use this screen as a checklist to track your progress. The Hero weapons offer no distinct advantages during multiplayer. Rather, they're cosmetic updates of the same weapons available during Ink Battles. Still, someone is likely to be impressed when they see you carrying one of these trophy weapons into battle.

Welcome to Grizzco Industries

Salmon Run

three Salmonid waves and collect their Golden Eggs? It's harder than you might think!

Salmon Run is a co-operative mode that serves up an outstanding challenge to teams of two to four players. Can you defeat



Salmonids emerge from the water. Your job is to splat them with ink and collect the Power Eggs they drop.
Very dangerous Boss Salmonids also emerge from the water. Figure out their weaknesses and splat 'em to collect their Golden Eggs.

Since it can be tough to fend off the Salmonids while reading Mr. Grizz's instructions, we've taken the liberty of including a

- Deliver the Golden Eggs (three per Boss Salmonid) to the egg basket. Inklings can only carry one Golden Egg at a time,
- Meet the Golden Egg quota for each of the three waves and survive until the timer expires to complete Salmon Run and
- earn Grizzco Points. Points earned can be exchanged for bonuses.
- Basic Rules of Salmon Run

Hazard Level: Select your difficulty setting in 5% increments. The higher the difficulty, the faster the enemies move, the greater the frequency of Boss Salmonids (and more difficult ones), and the greater the frequency and threat of special events. We

Special Abilities: Special Abilities are provided at random from a pool designed for Salmon Run. Each Inkling is provided with

recommend beginning with a 20% difficulty and adjusting accordingly.

with teammates and try to reserve your Special Ability for Waves 2 and 3. Unused abilities are reclaimed at the end of the shift.

Weapons: Weapons are randomly loaned to each Grizzco employee at the start of each wave. Though there's no telling which

weapon you'll receive, the weapons available are based on a rotating schedule that changes every few days. Coordinate roles with your teammates to best take advantage of the weapons provided. There's also the potential for two rare weapons to be

two uses of a random Special Ability (no need to charge the Special Gauge). Each successive wave gets harder, so coordinate

loaned out to skilled employees. You can only get these rare weapons if the current weapons set contains the random weapon (denoted by a ? in the list). Obtaining them is purely based on chance and does not require a high rank.

Bombs: Each player has the ability to toss standard Splat Bombs.

teammates must ink the life ring to revive the fallen teammate. The shift ends in failure if the entire team is downed. Players in

Life Rings: Grizzco employees who get splatted by Salmonids, or who fall into the water, spawn in a life ring. Surviving

life rings are revived upon successful completion of a wave. Swim toward your teammates whenever in a life ring.

Communication Signals: Use the "Booyah!" and "This Way" signals to coordinate attacks, call for help, and draw your team's attention to a particular area. This is especially important if you get splatted or have spotted a Goldie or other Boss Salmonid.

rush to their aid when they call you! Send the signal multiple times to ensure your teammates see it.

Grizzco Points

These signals are only as effective as each player's devotion to them. Don't just summon your allies with signals; be sure to

Exceeding the quota for each wave earns you lots of points, but staying alive is what's important. Don't risk getting splatted for an extra Golden Egg if it's not necessary.

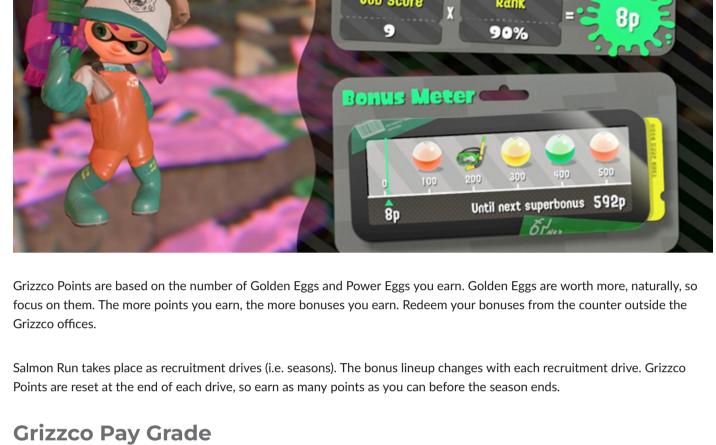
Grizzco Points

Job Score Rank

220 (IKURA)

Intern

50/99



wave decreases your pay grade by -20 points; failing on the second decreases pay grade by -10 points. Failing on the third wave does not affect pay grade.

Titles increase as you rise in pay grade. There are six titles in total, but the first one, Intern, only applies during the tutorial.

Grizzco utilizes an employee rating system that dictates your pay grade. Meeting the quota for three waves on successive shifts increases your pay grade by +20 points. Pay grade decreases if you continuously fail to meet a quota. Failing on the first

Once you finish the tutorial, you advance to the Apprentice rank with 40 points.

Title Order:

Part-TimerGo-Getter

Overachiever

Profeshional

Apprentice

• Intern (tutorial only)

- Continue meeting quotas and surpass 100 points to advance to the next title, where you begin again with 40 points. Continually fail to where your points dip below zero, and your title degrades by one tier. In this case, you also begin again with 40 points.
- Bonuses include special gear of the month, daily bonuses in the form of Drink Tickets, and more!

 When people of multiple pay grades and titles play together, the difficulty is scaled based on the average pay grade of the

Pay Grades

Title

Apprentice

Apprentice

Part-Timer

Part-Timer

Profeshional

Profeshional

Profeshional

Profeshional

Profeshional

Profeshional

Profeshional

860-879

880-899

900-919

920-939

940-959

960-979

980-999

405%

410%

415%

420%

425%

430%

435%

Points = Job Score * Pay Grade

Job Score = Golden Eggs + (Power Eggs/200)

Pay Grade

90%

95%

130%

135%

The more advanced your title, the better your bonus, but also the greater the difficulty (Part-Timer is more difficult than Apprentice, etc.). Pay grades are reset during each hiring period (i.e. season), while titles carry over from season to season.

players. The higher-ranking players don't earn as many points, however, as the difficulty is lower than their pay grades.

Point Range

0-19

20-39

60-79

80-99

 Part-Timer
 0-19
 115%

 Part-Timer
 20-39
 120%

 Part-Timer
 40-59
 125%

 Apprentice
 40-59
 100%

 Apprentice
 60-79
 105%

 Apprentice
 80-99
 110%

Go-Getter	0-19	140%
Go-Getter	20-39	145%
Go-Getter	40-59	150%
Go-Getter	60-79	155%
Go-Getter	80-99	160%
Overachiever	0-19	165%
Overachiever	20-39	170%
Overachiever	40-59	175%
Overachiever	60-79	180%
Overachiever	80-99	185%
Profeshional	0-19	190%
Profeshional	20-39	195%
Profeshional	40-59	200%
Profeshional	60-79	205%
Profeshional	80-99	210%
Profeshional	100-119	215%
Profeshional	120-139	220%
Profeshional	140-159	225%
Profeshional	160-179	230%
Profeshional	180-199	235%
Profeshional	200-219	240%
Profeshional	220-239	245%
Profeshional	240-259	250%
Profeshional	260-279	255%
Profeshional	280-299	260%
Profeshional	300-319	265%
Profeshional	320-339	270%
Profeshional	340-359	275%
Profeshional	360-379	280%
Profeshional	380-399	285%
Profeshional	400-419	290%
Profeshional	420-439	295%
Profeshional	440-459	300%
Profeshional	460-479	305%
Profeshional	480-499	310%
Profeshional	500-519	315%
Profeshional	520-539	320%
Profeshional	540-559	325%
Profeshional	560-579	330%
Profeshional	580-599	335%
Profeshional	600-619	340%
Profeshional	620-639	345%
Profeshional	640-659	350%
Profeshional	660-679	355%
Profeshional	680-699	360%
Profeshional	700-719	365%
Profeshional	720-739	370%
Profeshional	740-759	375%
Profeshional	760-779	380%
Profeshional	780-799	385%
Profeshional	800-819	390%
Profeshional	820-839	395%
Profeshional	840-859	400%
Des (and learn)	0/0.070	4059/

Grizzco employees head out to the Spawning Grounds in time to intercept the onslaught of Salmonids returning with their Power Eggs and Golden Eggs. There's a large variety of Salmonids to contend with, so study up! Salmonids ink the ground they crawl across. They're not playing Turf War, but they do make it that much harder for you to

move around and replenish your ink. Consider having one of your teammates focus on inking the ground so the others can move around unhindered. It's also worth noting that Salmonids can detect Inklings no matter where they are. You can't hide in the ink to avoid detection;

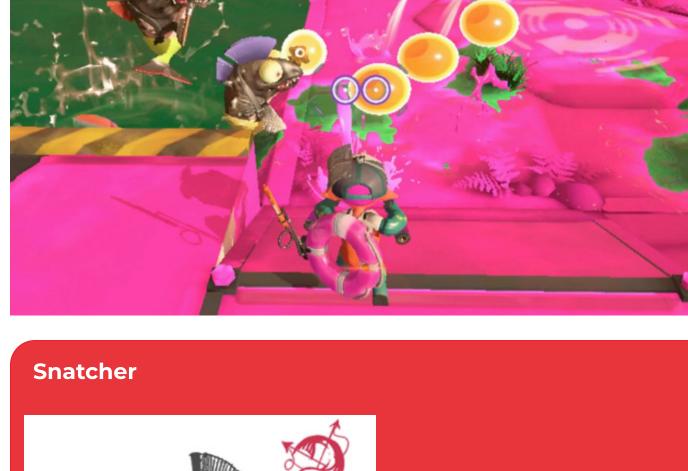
the Salmonids find you and continue their attacks. **Lesser Salmonids**

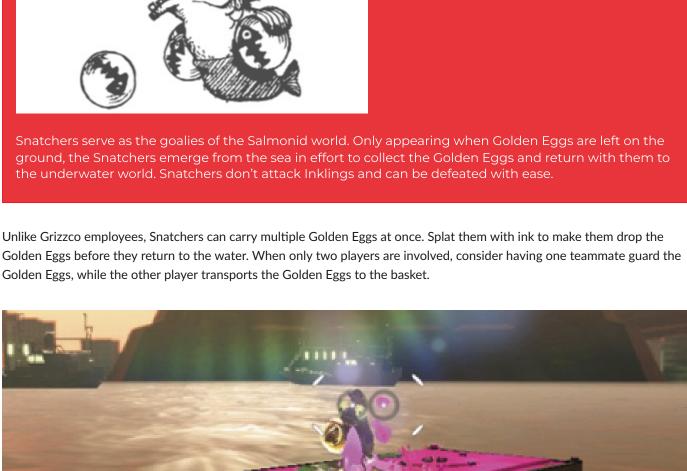
Salmonids

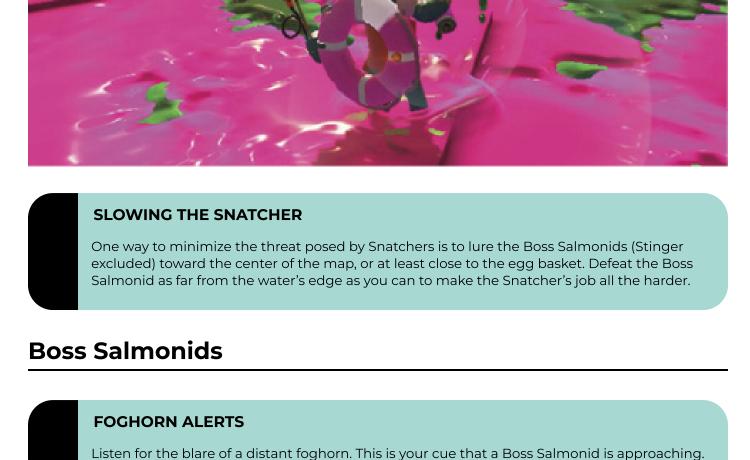
Chum, Smallfry, and Cohock

These three forms of lesser Salmonid attack in large groups in effort to swarm their targets. Once within range, they batter their Inkling adversary with frying pans and other cooking utensils. Keep your distance and splat them with ink to defeat them. Once defeated, these lesser Salmonids drop Power Eggs. Though small, they shouldn't be ignored. Lesser Salmonids, despite being highly susceptible to ink, can still prove quite

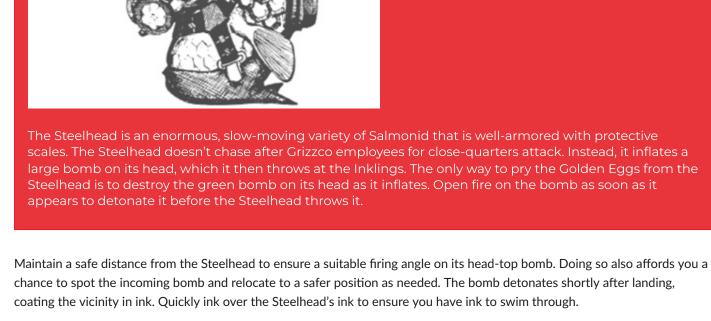
dangerous. Keep an eye on their presence, particularly when engaging a Boss Salmonid. Lesser Salmonids spread their ink around the map, cutting off your escape and making it difficult to refill your Ink Tank. Chum and Cohock can inflict significant damage with their frying pans. The latter can down an Inkling with a single swing of its frying pan! Smallfry are quite small, but very fast and attack in large numbers. Beware the swarm!







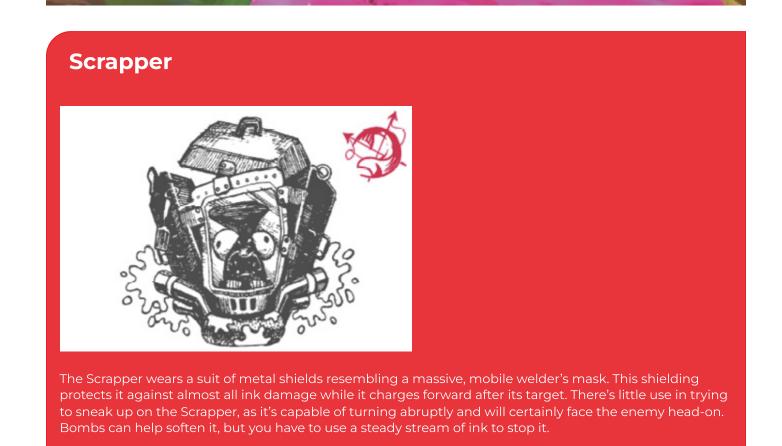
Steelhead





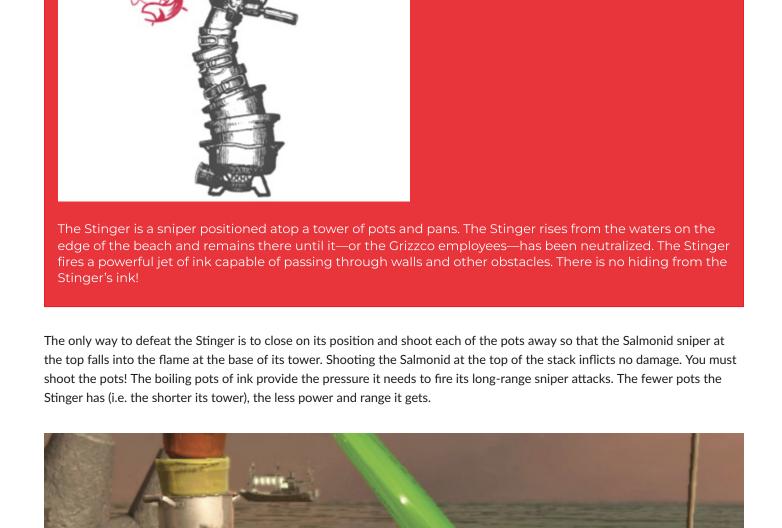
The Steel Eel isn't a Salmonid per se, but rather a long ink-spraying device in the shape of a snake. The Steel Eel locks on to a single target and pursues it relentlessly while dousing lengthy areas with ink and blocking routes. The only way to neutralize the Steel Eel is to shoot the driver piloting the rear of it. Seek out higher terrain and wait for the Steel Eel to pass by, then jump down and target the pilot. Battling the Steel Eel requires teamwork. The player being pursued should entice the Steel Eel into a chase around the periphery of the Spawning Grounds while the other players close on the Steel Eel's driver from behind. If possible, have a third player focus on re-inking the area doused by the Steel Eel as soon as it passes by. The Steel Eel is particularly difficult to dispatch during high-tide events.

OM)



The only way to defeat the Scrapper is to concentrate ink on its shields in effort to damage them. This brings the Scrapper to a standstill and makes it possible to circle around behind it. Fire on the opening in its armor as it tries to repair the damage.

Stinger



Prima_Dave

Maws

Maws is one of the most terrifying Boss Salmonid to encounter, as it emerges from beneath the ink with little warning. This massive Salmonid appears directly beneath its target and attempts to swallow the Inkling in an instant. Stay on the lookout for the glowing ball that zips through the ink, alerting you to where it's going to attack. Swim out of the green circle that appears and drop a bomb on this zone.

Though it's possible to gradually damage Maws by shooting it with ink when it surfaces, this takes a lot of time and is risky. It's far more effective to quickly lob a bomb at Maws' point of attack, thereby tricking it into swallowing the bomb. Maws swims

through ink, and even up walls, as it searches for prey. Stay on the move and be ready with a bomb to defeat it.



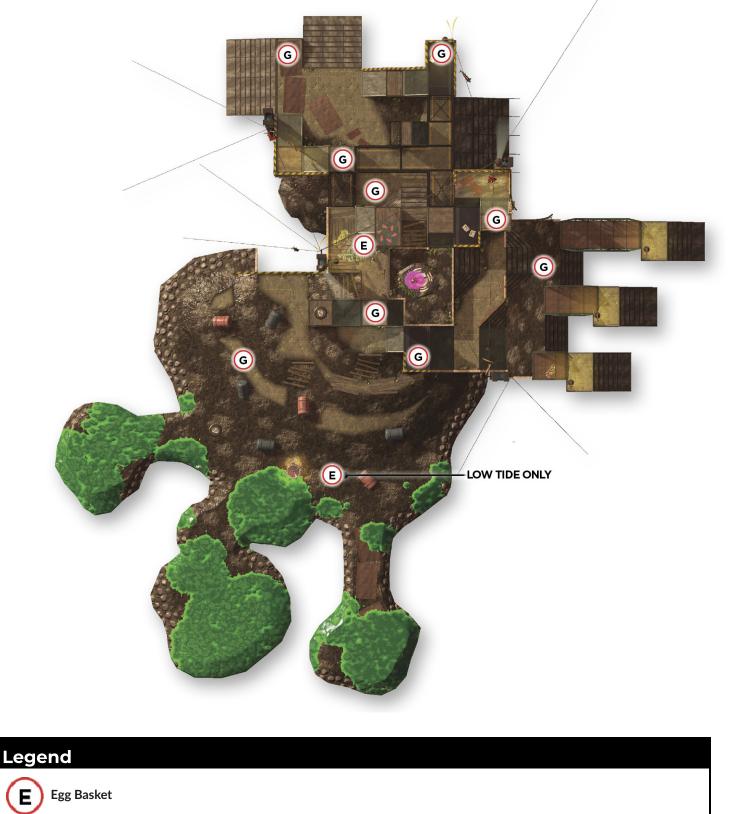
The Drizzler floats above the ground and attacks suddenly with a volley of mid-range rocket-like attacks that detonate in a shower of ink. Its body is covered in ink-resistant armor that forces Grizzco employees to

There are two basic ways of dealing with the Drizzler. One option is to attack it immediately after it launches its projectiles. You have to dodge the attack and take advantage of the brief window of time when the Drizzler is vulnerable. The other option is to target the Drizzler's projectiles and deflect them back at it. This is the most efficient method, but it's also more difficult. Either way, the key is to damage the Salmonid within the umbrella-shaped armor after it fires its projectiles. Keep your distance and move forward while firing at the Salmonid after it fires its rocket. With some luck, the rocket will sail past overhead and

utilize a patient, crafty approach to battling this beast.

you'll have plenty of time to defeat the Drizzler.

Flyfish The Flyfish is a Salmonid that hovers above the ground, carrying missile launchers on each appendage. The crate-like missile launchers can deploy up to four missiles each. The Flyfish is coated in ink-repelling is ineffective. armor, so shooting it with your The Flyfish can lock on to two targets at once, and fire up to four missiles from each launcher. The only way to defeat this Boss Salmonid is by lobbing a bomb into the missile launchers as their lids open. This is best accomplished by maintaining an elevated position so that you can better aim the bomb without having to manipulate the camera too much.



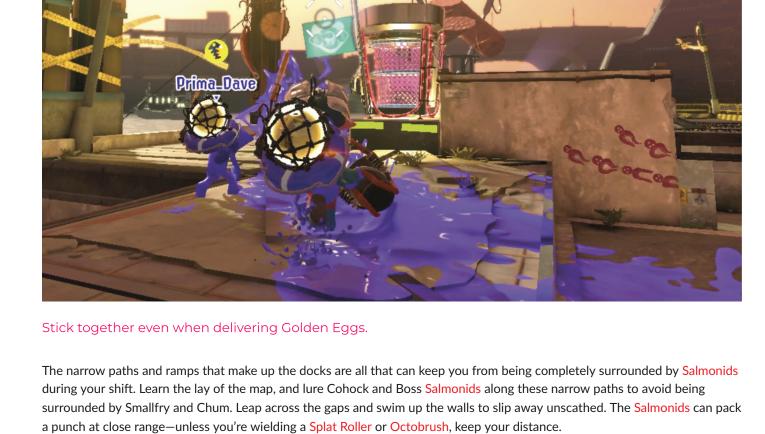
Gusher G



W

plenty of escape routes. Remember, you're not inking for turf. You're inking for safety!

Salmon Run takes place at the Spawning Grounds. This assemblage of concrete and metal grates is surrounded on all sides by hazardous water. At high tide, there's not even any beach to walk on. Familiarize yourself with the map as soon as you reach the island. Focus on inking the vertical surfaces and solid paths that surround the center of the map so as to give yourself



through the grate and into the hazardous water below.

The action is fast once a wave begins, so stick close to your teammates for safety and always be aware of your surroundings. This is especially important when on the porous metal walkways during high tide. You don't want to inadvertently squid right



deliver Golden Eggs faster, but it also makes for a reliable resupplying path.

Ink the Walls: Maintain an elevated position during normal and high tides to force the Salmonids to funnel along narrow paths as they try to reach you. Leap down and circle around behind them using pre-inked walls to swim up.

Build Teamwork: There's no substitute for building a cohesive team. Practice with the same players as often as you can to stand a better chance on higher difficulty levels. Salmon Run can get very difficult, so it pays to have allies you can trust.

Voice Chat: Whether you're playing with the smartphone app or in the same room, voice chat can be instrumental in Salmon Run. But you still need to be clear and concise when calling for help. Let your team know if you need help on the beach, on the grates, or on the docks. After all, telling your team that you need help "over here" isn't very helpful.

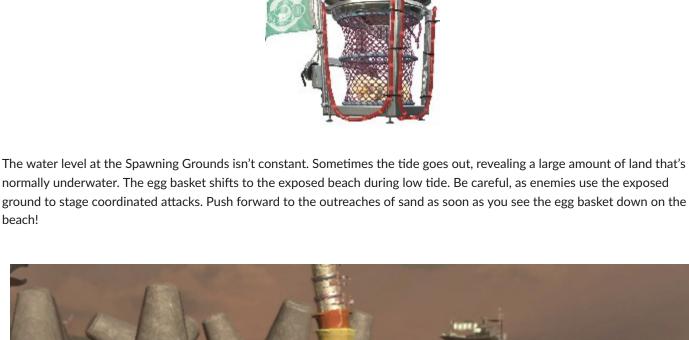
Known Events There are six random events that take place at the Spawning Grounds. The higher the difficulty you select, the greater the odds

are of encountering the more dangerous hazards. **Changing Tides**

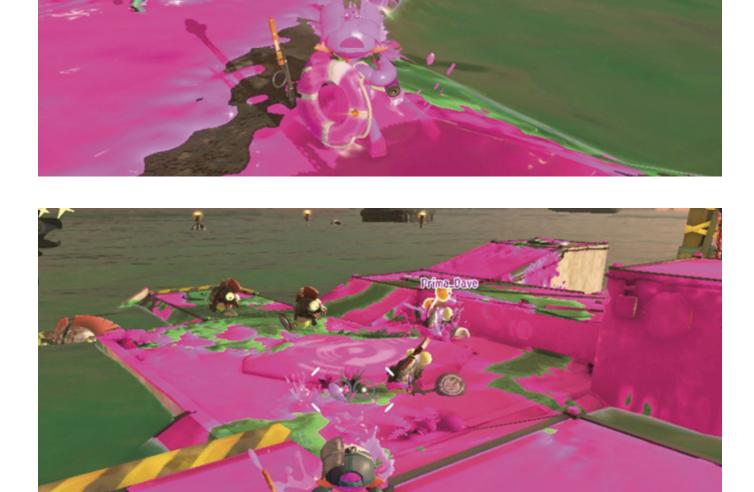
beach!

Rush

Fog



Prima_Dave



As tricky as low-tide situations can be, high tide poses the greater threat. The hazardous water floods in, covering all of the ground and forcing Grizzco employees onto the metal walkways. Be extra careful on the grated paths, as squid-swimming through the grate drops you into the water, thus leaving you in a life ring. Fend off those Salmonids as best you can.

Beware the Glowflies, as they're your clue that a massive swarm of Salmonids is about to attack at lightning speed. The furious wave of Salmonids has a Goldie hidden among its ranks. Take out the Golden Salmonid to get the Golden Eggs to drop. The only way to fend off a rush is to concentrate your ink alongside your fellow Grizzco employees. Stock up on ink as soon as the Glowflies appear, and stand your ground together. The rushing Salmonids can easily overwhelm isolated Inklings. Your only hope of survival is to have your teammates work to fend off the rush while the player targeted with the Glowflies works to draw near the egg basket. This is because Goldies also spawn and attack the targeted player. Coordinate firepower with

teammates so that there's always someone shooting ink, even while others are replenishing theirs.

The Spawning Grounds are susceptible to massive fog banks that reduce visibility and make it difficult to track enemies. Stick close to your allies—never go off alone in the fog!—and be on the lookout for Salmonids coming from all directions. It's common for Salmonids to use the fog to their advantage to launch sneak attacks from unsuspected directions. Fog can materialize at any tide level. It's particularly difficult to deal with at low tide, because merely finding your teammates can become a challenge.



Cohock Charge

Griller. Consider having a player with the Splat Roller or Octobrush on hand to beat back the Smallfry.

The Griller's one weak spot is the fish tail on its back. Target the weak spot with ink to stun it. Once it's stunned, additional weak points appear. Target each weak point to destroy it. Grillers drop Golden Eggs once neutralized. Keep in mind that, at this point, those Smallfry are still present. Don't forget to dispatch them before focusing too much on the Golden Eggs or the

Goldie Seeking

What's worse that fending off a frenzy of Chum and Smallfry? A school of Cohock! Cohock attack en masse from the exposed sandbars in effort to distract you from tackling the Boss Salmonids. Fortunately, Mr. Grizz has deployed cannons (located where the Gusher ports are) for you to use against the Cohock. Clear away the Cohock with the cannon while your allies focus on Boss Salmonids. Ideally, you have at least three players manning cannons while another is available to collect Golden Eggs. The cannons can take down every Boss Salmonid, if you aim for their weaknesses—even the armored ones! Cannons do

consume ink, so be mindful of your ink reserves.



The Goldie can drop upwards of six or more Golden Eggs at a time, but a Snatcher appears for every Golden Egg dropped, so be ready to protect those eggs! If the Goldie drops eight eggs, eight Snatchers appear at once to try and nab them. Mr. Grizz's advice is sound! Spread out to find the correct Gusher fast, before Boss Salmonids appear. Locate the Goldie, then gather your team to attack it with all of your inking capabilities. Each Gusher emits light when hit. The brighter the light, the nearer the Goldie.

The Mothership

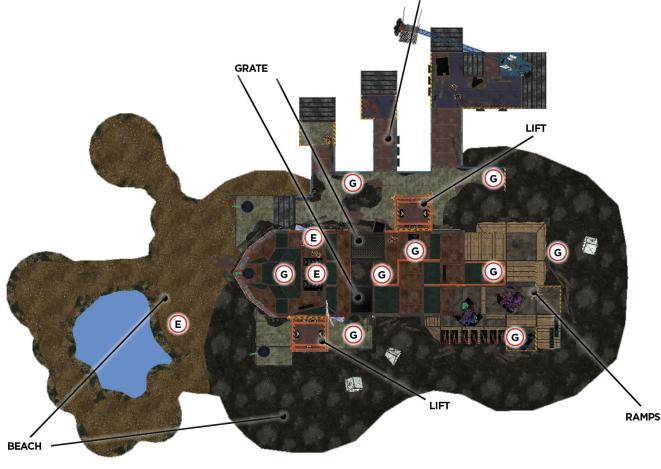


A Mothership appears, enabling scores of troops to join the battle via flying Chinook. These Chinook carry containers of lesser Salmonids (Chum and Smallfry, in particular) into the battle. Shoot the containers to make them explode before the Chum and Smallfry are deployed. The enemies spawn when the container hits the ground. After a few seconds, a red ring appears around the container, signaling that it's about to self-destruct. Chinook defeated by the exploding container drop Golden Eggs.

The Mothership attempts to get close to the egg basket and reclaim Golden Eggs. Target the Mothership as a team and hit it with everything you've got to repel it from the egg basket. You need to cover it with enough ink to make it retreat. Golden Eggs sucked out of the egg basket by the Mothership do not count toward the quota. Use long-range weapons to target the Mothership as soon as it appears.



Marooner's Bay HARBOR GRATE







Egg Basket



Gusher

A derelict freighter serves as the centerpiece of this Salmon Run map, offering some unique and challenging gameplay as your

Overview

side, consists of three narrow piers—watch your step here to avoid getting pushed into the water. A beach extends beneath the freighter's bow and port side. If there's no egg basket on the freighter, it's located on this beach.

team struggles to fend off waves of persistent Salmonids. The deck of the freighter is the highest point on the map and is usually home to an egg basket, located a short distance from your team's spawn area. A harbor, on the freighter's starboard



The freighter is one of the safest spots on the map, but it can be quickly overwhelmed by Salmonids approaching from the perimeter. Salmonids can't climb the vertical sides of the ship so they're forced to utilize the ramps on the freighter's stern. These ramps can serve as useful chokepoints, allowing your team to concentrate fire (and Splat Bombs) to eliminate clusters of

freighter's main deck.

Wave 2 Quota

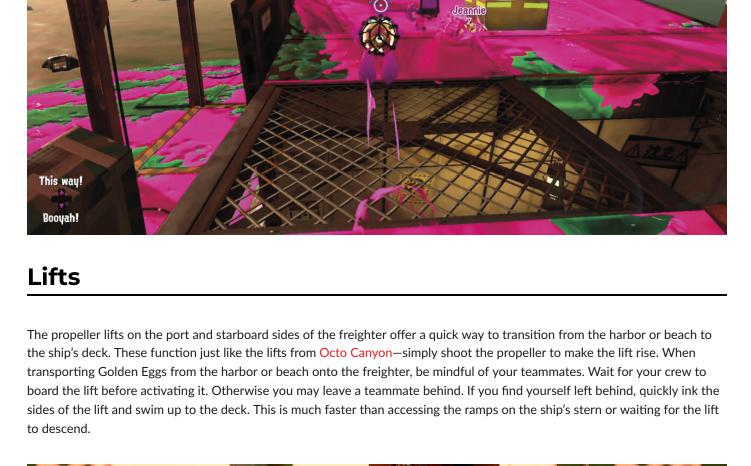
Salmonids. Find a high spot near these ramps and fire down on the approaching Salmonids before they can access the



through one of these grates can prove disastrous, especially at high tide. But even if the tide is out, dropping through the grate may isolate you from your team, making it easier for the Salmonids to swarm you. While it's safest to run across these grates, it's fastest to simply squid jump over them. Make sure the area around the grate is well inked and simply swim forward and

Exercise caution when maneuvering around the two grates on the freighter's deck. This is a high traffic area, particularly when the egg basket is placed on the ship's deck. If you enter squid form while on a grate, you'll fall through. Unintentionally falling

jump. Squid jumping helps you maintain speed and momentum while carrying Golden Eggs to the basket.



This way!

At times the egg basket is located on the beach, beneath the freighter's bow. Before a wave starts, locate the egg basket and pre-position your team nearby. Always ink the area around the egg basket to facilitate swimming. The beach is relatively flat, so there are no height advantages—you'll need to engage the Salmonids directly as they emerge from the water. Try to stay away from the narrow peninsulas unless you have the support of teammates. If you're not careful, you can get trapped on these narrow strips of land as Salmonids swarm you from all directions. It's safer to hold the line somewhere near the egg basket,

Wave 1

Beach

keeping your feet planted in friendly ink.

Harbor

This way!

Booyah!

The harbor, on the freighter's starboard side, is a frequent staging area for attacking Salmonids. While it's easiest (and safest) to ambush these enemies as they approach the ramps, if you're feeling confident, go ahead and attack the Salmonids as they emerge from the water. Sometimes it's necessary to push out onto one of the narrow piers to eliminate a troublesome Stinger. But limit your exposure on the three piers to these instances. Unless you're supported by teammates, it's easy to get trapped on a pier or knocked into the water by an aggressive Scrapper or Cohock. Wave 2



When possible, try to lure Boss Salmonids, like Maws and Scrappers, onto the freighter's deck before splatting them.

- This makes it easier to transport Golden Eggs to the nearby egg basket. However, if you're attacked by a Stinger on the perimeter, you'll need to push out from the relative safety of the freighter to deal with these pesky long-range threats. Make sure you have at least one teammate with you before attacking a distant Stinger. Be careful when crowding onto a propeller lift with teammates. A well-timed attack by Maws or a Steelhead can put you all at risk. Don't get greedy—jump off the lift before the attack is executed.
- Try to stay within a teammate's line of sight at all times. When Salmonids are attacking from multiple directions, it's easy to get separated from your teammates, particularly when moving between the freighter, beach, and harbor. If you find
- yourself alone at the beach or harbor, retreat and rejoin your team. • If you're equipped with a slow-firing long range weapon, like the Splat Charger, hold back and support your teammates from a safe distance. By standing atop the freighter you can easily snipe Salmonids on the beach and harbor. Watch out
- for Steelhead and try to pop its green ink bomb before it's launched. Your teammates may have a tough time hitting the bomb with their shorter range weapons—so make the Steelhead your priority. • The freighter offers a great view of the map. At the start of a wave, quickly scour the perimeter to locate the
- approaching Salmonids. Immediately move to meet the wave and issue a "This Way!" emote to alert your teammates. Continue communicating with your teammates in this fashion to request help or to point out the locations of Golden

Ink Battles Getting Started



When you enter Deca Tower, this screen greets you, detailing your status while prompting you to join a battle. There's a wealth of information here, so let's take a closer look:

mind. Before you jump into your first match, take a moment to review the fundamentals of Ink Battles.

Whether or not you've rescued the Great Zapfish, Ink Battles are always available in Inkopolis Square. Enter Deca Tower to get started. During these online competitive matches, your skills are put to the test; you need quick reflexes as well as a sharp

952739 B



- (B) Gold: As you earn BP, you also earn gold. There is a 1:1 relationship between BP and gold earned. Score as much BP as possible in a match to walk away with the same amount in gold. Gold can be used to purchase new weapons, clothing, shoes, and headgear.
- (c) Super Sea Snails: Super Sea Snails are awarded during Splatfest events, and for leveling up past Level 30. Visit Murch and use your Super Sea Snails to reroll the sub abilities on your clothing, shoes, or headgear.
- (E) Game Mode: Here you can see the current game mode: Turf War, Splat Zones, Rainmaker, or Tower Control. Press for a quick summary of the game mode's rules.

(D) Fresh Meter: You gain and lose points based on how many matches you win with a specific weapon. Winning a match

always awards one point; losing a match takes away points based on your current rank.

(F) Stages: Here's a list of active stages. Press Y to enter one of the stages in Recon mode. This allows you to walk around the stage by yourself, ideal for exploring and strategizing before a battle.

(G) Battle Selection: Here you can choose to participate in one of five different battle types: a regular battle, a private battle, a Ranked Battle, a League Battle, or a regular battle with friends. To play Turf War, choose a regular battle or battle with friends.

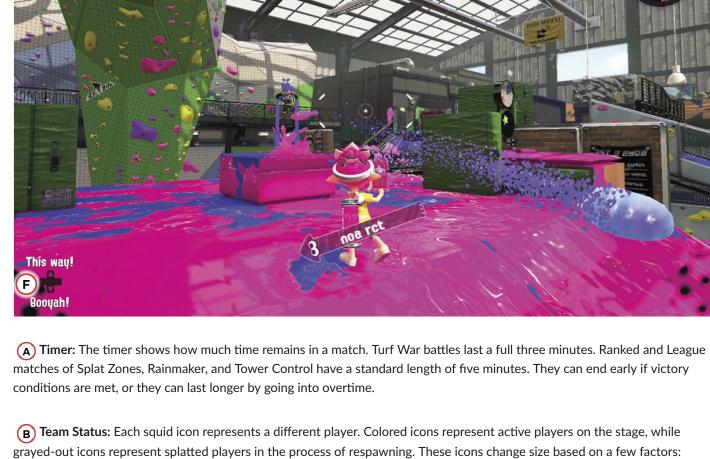
Note that joining friends in a regular battle only works if your friend is already in a regular battle lobby or match. You're not guaranteed to be on your friend's team. For Splat Zones, Rainmaker, or Tower Control, choose a Ranked Battle, which becomes available at Level 10. League Battles aren't available until you obtain a B- or higher rank in Ranked Battles. Regardless of choice, you're immediately sent to a matchmaking screen, where you're joined by teammates and opponents.

moment to study these various on-screen elements.

appears for the opposing team.

Ink Battles Interface

Once you join a match, you're thrust into an Ink Battle. Before you start inking territory and splatting opponents, take a



- Turf War: If the match is close, both team's squid icons are the same size. If one team is winning slightly, their team status icons become slightly larger. If one team is winning by a substantial margin, their team status icons get even larger, and a "Danger!" icon appears for the losing team.
- Ranked and League Battles: If no one controls the objective, all squid icons are the same size. If one team controls the objective but isn't making progress toward a win, their team status icons become slightly larger. If one team controls the objective and is making progress toward a win, their team status icons become even larger, and a "Danger!" icon
- (c) Battle Points Counter: This counter only appears in Turf War and indicates how much ground you've personally covered in ink. At the end of the match, the amount of BP you earn is this number, plus a victory bonus of 600 if your team wins. For example, if you cover 400 BP's worth of ground and your team wins, your earn 1,000 BP. If your team loses, you earn this number in BP, with no bonus.

(D) Special Gauge: The Special Gauge fills as you cover ground in your ink. Once full, the gauge starts sparkling and a "Click Right Stick" icon appears. Clicking the Right Stick activates your special. Once the special is activated, the gauge drains at a rapid pace, indicating how much time remains for your special. If you get splatted, you lose half the progress in your Special

Gauge. (E) Sub Weapon: This icon represents your current sub weapon. Like your main weapon, sub weapons like Splat Bombs, Burst Bombs, and Suction Bombs consume ink. Make sure you have enough ink in your Ink Tank before deploying one of these sub weapons.

(F) Emotes: Use emote options to communicate with teammates during a match. The "This way!" emote is helpful for indicating a direction or area you wish your teammates to go to. Send out a "Booyah!" at the beginning or end of a match to

build team morale. After you get splatted, an "Ouch..." emote replaces "This way!"

🖶 🧲 Spawn Point

Weapons & Gear chapter.

Inkling through the air and landing near the selected teammate.



vveapons

Initially, your Inkling comes equipped with the Splattershot Jr. main weapon, which includes the Splat Bomb sub weapon and Ink Armor special. This versatile loadout is excellent for new players and veterans alike. As you level up, you can purchase new weapons from Sheldon at Ammo Knights. There are six classes of main weapons, each with its own strengths and weaknesses. Instead of purchasing every weapon that becomes available, focus on weapon types that best match your style of play. Here's a glimpse at the different types of weapons. For more information on weapons, sub weapons, and specials, reference the

land—a ring-shaped icon appears at your landing spot. Sneaky opponents can use this info to ambush you.

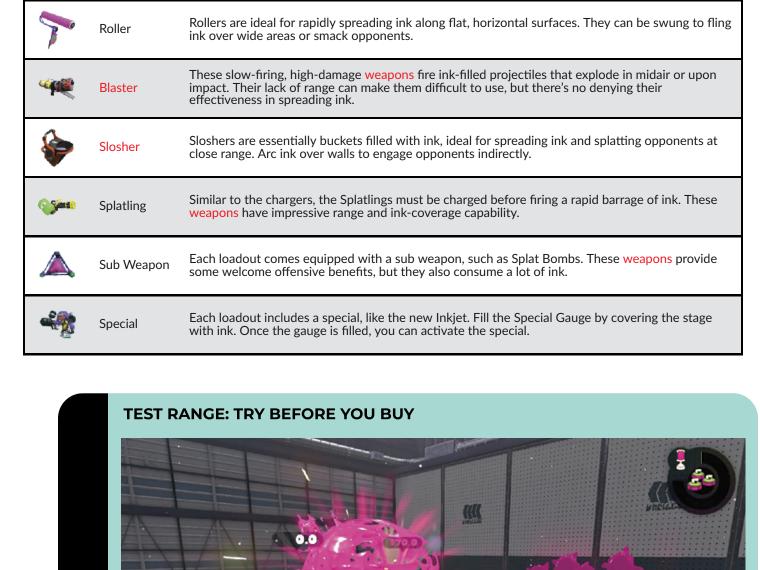
After respawning, select a teammate's icon on the Turf Map to perform a Super Jump, launching your

on the stage, allowing you to see where friendly and enemy ink is being spread. If you see a fresh patch of enemy ink appearing, you can determine where opponents are. The Turf Map is also necessary for Super Jumps. Immediately after spawning, select a teammate or friendly Squid Beakon on the Turf Map to perform a Super Jump. This launches your Inkling high into the air and lands you next to your teammate or Squid Beakon, ideal for applying pressure on hotly contested areas of a stage. Exercise caution when performing Super Jumps. Jumping to a teammate engaged in a heated battle can put you at a major disadvantage upon landing. Unless you have the Stealth Jump ability equipped, opponents can see where you're going to

While competing in Ink Battles, don't forget to press X to bring up the Turf Map. This map displays a live feed of ink coverage

Weapon Types Description **Type** Rapid-firing weapons are the most well-rounded, suitable for spreading ink in Turf War or splatting Rapid opponents in any game mode. These weapons must be charged before firing to reach their high-damage, long-range potential. Charger

They're better suited for sniping opponents than for spreading ink.



weapon, and special on a shooting range filled with various target dummies—the number above each target dummy reports how much damage it has taken from your attack. It's always a good idea to test before buying. Gear

The clothing, shoes, and headgear worn by your Inkling function like armor. Each piece of gear has a fixed main ability that benefits your Inkling in various ways. For example, the Ink Saver (Main) ability reduces your weapon's ink consumption,

allowing you to fire longer before refilling your Ink Tank. Since you have to wear clothing, shoes, and headgear at all times, you always have three main abilities active. Each piece of gear can also include up to three sub abilities. These lesser abilities aren't as effective, but since all abilities can be stacked, they work together to enhance the performance of your character during lnk Battles. New gear can be purchased with gold from Ye Olde Clothe Shoppe, Headspace, and Shella Fresh, located in the Square. Check back regularly, because stock changes daily. For more information on abilities and gear, reference the Weapons & Gear

Not sure which weapon to purchase? All weapons at Ammo Knights can be tested before you purchase them. While browsing, click the Right Stick to see how the weapon looks when equipped, and press Y to try it out. Experiment with the loadout's primary weapon, sub

chapter.

9579999 **White Seahorses**



Once you attain Level 4, Bisk and the other merchants sell you clothes, shoes, and headgear. The gear

available for purchase rotates daily, so check back frequently.



There are four game modes available for online matches: Turf War, Splat Zones, Rainmaker, and Tower Control. Turf War is all about covering the stage with as much ink as possible. In Ranked Splat Zones, Rainmaker, and Tower Control matches, both teams vie for control of unique objectives, which leads to some intense back-and-forth battles.

Turf War

Ink Battles

Game Modes

Time Limit: 3 Minutes

When selecting a regular battle in the lobby, you're connected to a Turf War match. In Turf War, each team struggles to ink as

Victory Conditions: Spread more ink than the other team to win.

much of the stage as possible in their team's ink. Only horizontal surfaces count, so don't waste your time inking walls and other vertical surfaces unless you're using them as a means of travel. Whichever team has the most coverage at the end of the match wins. BP is awarded based on two factors: the amount of ground you've covered, and a 600 BP bonus for the winning team.



Ranked and League Battles

happen when either team gets their timer to zero.

it's a great way to see how your team stacks up against the rest.



Splat Zones, Rainmaker, and Tower Control are competitive, objective-based game modes associated with Ranked and League Battles. In Ranked Battles, your wins and losses are tracked across your career, determining your rank. Once you reach Level 10, you can enter a Ranked Battle. All players begin with a rank of C- on each of the three game modes. With continued wins and accrued rank experience, you can climb the ranks: C, C+, B-, B, B+, A-, A, A+. Ranks continue upward from A+, including S-,

S, and S+. Once you hit S+, you can keep ranking up with S+1, S+2, etc. Winning a match fills your Rank Meter partially. Fill the

you gain nothing. Knockouts occur if either team scores the Rainmaker or tower. In Splat Zones, knockouts

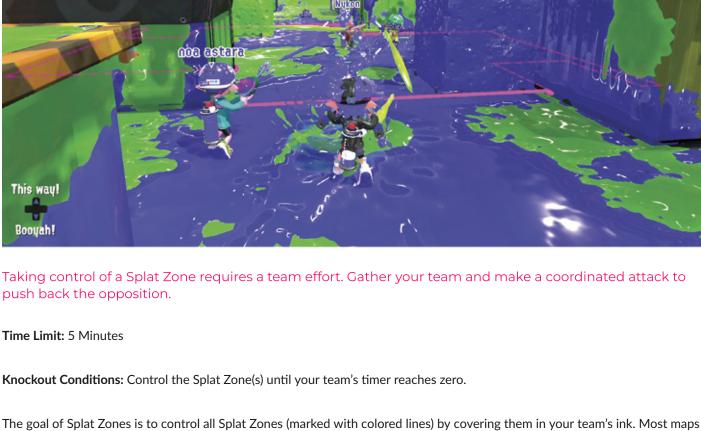
bar to rank up, potentially skipping a rank, depending on how well you do. Losing a match slowly puts cracks in your Rank Meter. If you lose too many matches, the Rank Meter breaks and you lose points in your rank. For Rank C and above, a line appears about halfway through the Rank Meter. If you're past that line when your Rank Meter breaks, you maintain your rank and your points fall below the line. If you're under the line and your Rank Meter breaks, you drop a rank. You can't fall below a rank of C-. League Battles are only available once you attain a B- rank or higher in any of the Ranked Battles. For example, you can have a B- in Splat Zones but a lower rank in Tower Control and Rainmaker and still get in. To enter a League Battle, you must first set up a team—you need at least two players to start, but four players are highly recommended. When playing in League Battles, you compete against the entire community. After playing a couple of matches, your team is assigned a rating based on

performance. Keep playing to improve your rating. League Battle stages rotate every two hours. At the end of that two-hour period, your team's rating is compared with others in the community. There are no rewards associated with League Battles, but

Splat Zones

timer reach zero.

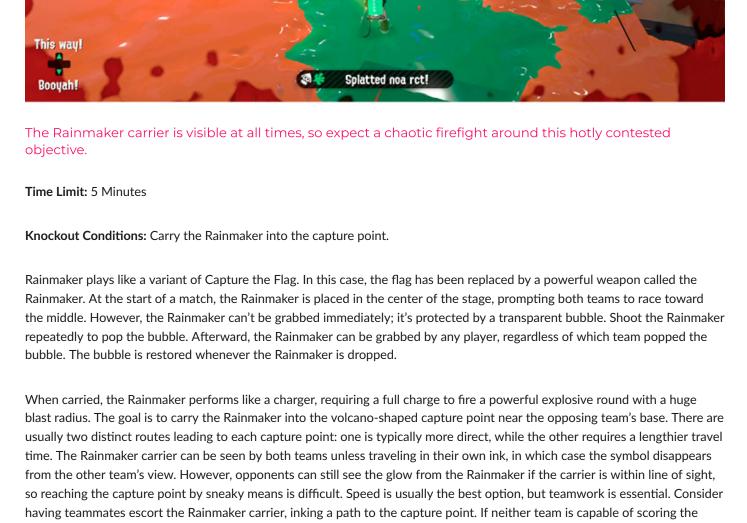
Rainmaker



have one Splat Zone, but Moray Towers has two. If your team covers a significant majority of the zone in your ink, the Splat Zone becomes captured. Control all Splat Zones to begin a timer for your team that counts down from 100 to zero. Splat Zone ownership is shown in between each team's score, under the team status. The objective of Splat Zones is to have your team's

If your team controls a Splat Zone and the other team takes control from you, your team incurs a time penalty. This penalty is

not taken into account in the final score. If neither team reaches zero, whichever team gets the closest wins. However, if the trailing team controls all Splat Zones when time runs out, the game goes into overtime until the following occurs: the trailing team no longer controls all Splat Zones, or the trailing team's score surpasses the leading team's score. At this point, the trailing team takes the lead and wins the match.



Rainmaker, the team that gets closest to the capture point wins when time expires. The distance each team has advanced

toward their capture point is tracked beneath the team status icons, allowing you to see who's in the lead.

Tower Control



while stopped at low-lying checkpoints, so brace yourself for attacks originating from the high ground. Time Limit: 5 Minutes

Knockout Conditions: Ride the tower into the capture point.

In Tower Control, Inklings vie for control of a single tower, which starts at the center of the stage. When occupied by a player,

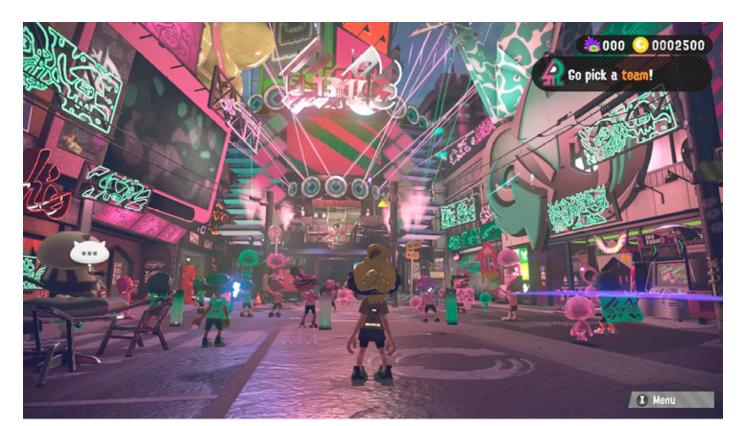
the tower moves along a predetermined route, passing through a series of two to three checkpoints before advancing into the capture point. If your team controls the tower, it moves toward the capture point near the opposing team's base; if the enemy team occupies the tower, it moves toward the capture point near your team's base. Occupying the tower is simple—ink the side and swim to the top. Staying atop the tower is the tricky part, as you're likely to encounter a barrage of bombs and incoming ink. During this tug-of-war-style match, the tower moves faster when occupied by multiple teammates. Get at least two players on

the tower to speed its advance. The tower is vulnerable while stopped at checkpoints, so be ready to defend it by securing the high ground. When defending, take up elevated positions along the tower's route and wait for the right opportunity to attack. Don't let the tower push too far into your team's territory. Like in Rainmaker, the distance the tower travels can determine the winner. If time expires before the tower is captured, the team that manages to advance the tower closest to the capture point wins the match. This distance for each team is tracked beneath the team status icons.





Splatfest is a special event where you vote for one of two teams to represent in a series of Turf War battles. Seven days before the Splatfest begins, during *Off the Hook*, a special announcement indicates that a Splatfest is coming. The theme of the Splatfest is revealed, along with the two teams you can vote for. Following this announcement, a special screen shows up in Inkopolis Square. At the screen, vote for which team you want to represent during the Splatfest. Choose to enter the Splatfest as a solo participant or as a team. Once you place your vote, you can't change it. If entering as a team, make sure all your friends vote for the same team. Twenty-four hours before the Splatfest starts, setup begins in the Plaza—some trucks arrive, indicating the Splatfest is about to begin. Once a Splatfest begins, Ranked Battles and regular battles are unavailable; you can only participate in Splatfest battles.



Inkopolis Square is even more festive than usual during a Splatfest. Interact with the large screen to choose which team to support.

You can't participate in online matches until you choose a team. Teams can be chosen at any time during Splatfest at the voting booth. Once you choose a team and enter the Splatfest lobby, only four players, rather than eight, are required to queue for battle. Specifically, four total players from the team you've chosen.

Splatfest Tee

During Splatfest, your **clothing** is replaced by a Splatfest Tee, which you're unable to change. The Splatfest Tee shows up in your inventory immediately after voting. This allows you to wear it (and acquire sub **abilities**) before the Splatfest begins. The base Splatfest Tee comes equipped with the **Ability Doubler** and can support up to three sub **abilities**. **Ability Doubler** doubles the effectiveness of all sub **abilities** applied to the Splatfest Tee, so make sure you have all three sub **abilities** applied before the Splatfest begins. After the Splatfest ends, the Splatfest Tee is permanently removed from your inventory.

Results and Rewards

Splatfest Points is earned by participating in and winning matches. Winning a match earns you 4 Splatfest Points, and your participation bonus is based on how much BP's worth of ground you cover in ink during the match. Cover 200-399 BP's worth of ground to earn one bonus participation Splatfest Point. Cover 400 or more BP's worth of ground to earn two bonus participation Splatfest Points. Those are the only two thresholds for participation bonuses. You can earn a maximum of 6 Splatfest Points per match if your team wins and you cover at least 400 BP's worth of ground during the match.

Splatfest Titles and Rewards				
Rank	Splatfest Points Required	Winning Team Super Sea Snail	Losing Team Super Sea Snail	
Fanboy/Fangirl	_	3	2	
Fiend	10	5	3	
Defender	25	9	7	
Champion	50	16	13	
King/Queen	99	24	21	

Splatfest lasts for a few days. Once it's over, the results are announced during a broadcast of *Off the Hook*. The results of a Splatfest are based on two factors:

Popularity: The percentage of the vote each team gets.

Wins: The percentage of matches each team wins.

After the results, you're awarded Super Sea Snails based on the Splatfest title you've earned. Super Sea Snails are used to add and reroll sub ability slots on gear via Murch. If you're on the winning team, you earn bonus Super Sea Snails based on the title you achieved.



Pearl and Marina host the Splatfest activities from the Square's stage, just above Deca Tower's entrance.

Ink Battles Square Activities

As addictive as Ink Battles are, don't forget to take a break and explore the Square. This is where you can spend some of your hard-earned gold on new weapons and gear. Visit Judd for advice, or speak to Murch to customize your gear. Redeem tickets at Crusty Sean's to gain some bonuses.

Galleria

Do you have gold burning a hole in your pocket? Look no further than the Square's Galleria. This collection of shops is the perfect place to unload some gold in exchange for new weapons and gear. Visit Ye Olde Cloth Shoppe, Headspace, and Shella Fresh to purchase new clothing, headgear, and shoes, respectively. Stock is rotated daily in these shops, so check back frequently to see what new items the proprietors have for sale.



Sheldon's weapon shop, Ammo Knights, is the odd one out since its stock is fixed and based on your current level. Each level you gain provides access to at least one new weapon. New weapons will be made available in the future with software

updates, so don't forget to check back frequently. Judd and the Fresh Meter

Judd has returned, and is as sleepy as ever. You can find him snoozing near Deca Tower. As usual, Judd is happy to dispense advice pertaining to Ink Battles—speak to him to receive some helpful tips. Once you reached Level 30, return to Judd to

receive a bonus Super Sea Snail. He continues awarding one Super Sea Snail for each level you achieve beyond Level 30.



The more wins you string together, the more you ascend the Fresh Meter ranks, receiving a point for each win. There are four ranks on the Fresh Meter: Dry, Raw, Fresh, and SUPERFRESH. Each rank is determined by the number of points you

accumulate. The higher your rank, the more bonus experience you gain at the end of a match. However, you can lose points too. Losing a match results in a penalty, potentially dropping your rank. Maintain a high Fresh Meter rank to benefit from an award of varying amounts of bonus BP at the end of a match. You receive a Freshness Bonus! for racking up consecutive wins while using the same weapon. Each weapon has its own rank. When you hit a new rank, you receive bonus points at the end of the match. It should be noted that these bonus points do not

apply toward gear XP. **Murch: Gear Customization**



reach Level 4 or higher—he doesn't do business with newbies. Doing business with Murch isn't cheap, either. You need Super Sea Snails awarded from Splatfests or Judd to take advantage of Murch's specialized services. Murch offers several options:

Spyke has moved on, but fortunately Murch is around to help customize your gear. Visit Murch in the Square's alley once you

Order Status: If you've placed an order with Murch, select this option to get an update. To obtain an order from Murch, you must first place an order by interacting with an Inkling in the Square. Increase Slots/Reroll: Want an extra sub ability slot added to your gear? Murch can add a slot for the cool price of one Super

confirmed, all slots on the piece of gear you've selected are randomized. Rerolling sub abilities makes sense when you're unsatisfied with their current configuration.

Sea Snail. Murch can also reroll the sub abilities associated with your clothing, shoes, and headgear for the same price. Once

slots by earning BP through Ink Battles. Sub abilities scrubbed from gear are returned to you as ability chunks. Use Ability Chunks: If you've had gear scrubbed by Murch, you have ability chunks in your inventory. It takes 10 ability chunks of the same type to apply the corresponding ability to a piece of gear. For example, if you have 10 Swim Speed Up ability chunks, you can add Swim Speed Up to a piece of gear. However, the price increases when applying the same ability to one

piece of gear. So if an item already has Swim Speed Up, it takes 20 Swim Speed Up ability chunks to apply the second ability.

SplatNet Order: You can order gear through the Nintendo Switch Online app on your smartphone. There are six pieces of gear available at all times, and the gear available rotates every two hours. After you order the gear through the app, it becomes available for purchase via talking to Murch in the Square. Unlike orders placed through characters in-game, which take a day to

Or 30 Swim Speed Up chunks if there are already two Swim Speed Up abilities applied to a piece of gear.

Scrub Slots: Not satisfied with a gear's sub abilities? Instead of rerolling, Murch can scrub them. This requires you to refill these

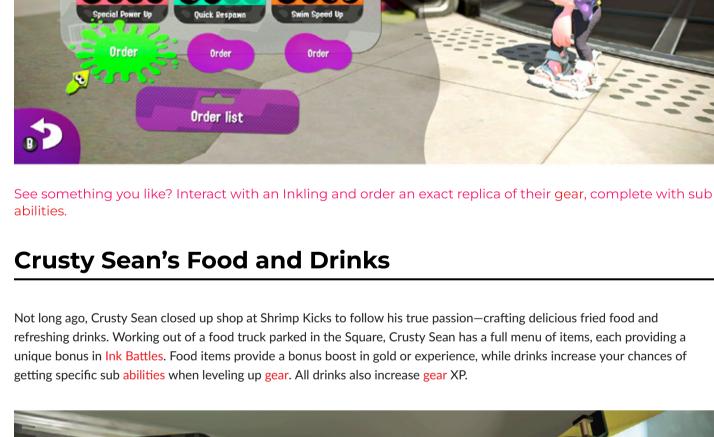
become purchasable, this gear is available instantly. **Placing Orders**

Don't walk past your fellow Inklings in Inkopolis Square without taking notice of their clothing, headgear, and shoes. If you see a piece of gear an Inkling has that you want, you can order an exact replica from Murch. Select the Order Gear option, then choose the gear you wish to order. You can place up to three orders at a time. However, Murch can only deliver one item per day. Orders are delivered in the sequence in which they're placed, with the first order arriving the next day. Check back with Murch to pick up your orders. Placing orders is an alternative way to obtain gear that isn't currently in stock, but it isn't free.

Murch charges a premium for these orders; they cost you more gold than if you'd bought them in a store.

noa rct's stuff

You wanna order some gear?



X Drink Menu What'll it be? Deep-Fried Food Menu

Shwaffle

Battle cash increased by 50%

20 remaining ×O Crusty Sean has relocated to Inkopolis Square, selling savory fried foods and thirst-quenching drinks from a food truck. You can't simply buy these items with gold. You need tickets retrieved from Octo Canyon, obtained by playing matches in the

Shoal, or received from Grizzco Industries in Salmon Run. Once you have a ticket, redeem it at this food truck for a specific item on the menu. Bonuses gained from food and drinks last for 20 matches. These bonuses can't be stacked-consuming a

Description

Battle cash doubled!

Battle cash increased by 50%.

Battle experience gain increased by 50%.

Crusty Sean's Menu Food

new food or drink overrides the active bonus. Here's a breakdown of what Crusty Sean has to offer:

Name

Drink

Name

Short-

Sub-Up Juice

Ink-Shoe Grape

Mark-Shaker Cocoa gear XP.

gear XP.

gear XP.

Increases gear XP.

Deep-Fried Shwaffle

Crusty Seanwich

Double-Fried Super Shwaffle

Description

Super Seanwich Battle experience doubled!

1 2 2	Main- Saver Lemon	Slightly increases the chance of receiving Ink Saver (Main) when your gear levels up. Increases gear XP.
1	Sub-Saver Berry	Slightly increases the chance of receiving Ink Saver (Sub) when your gear levels up. Increases gear XP.
	Ink- Charge Melon	Slightly increases the chance of receiving Ink Recovery Up when your gear levels up. Increases gear XP.
1	Run- Speed Tomato	Slightly increases the chance of receiving Run Speed Up when your gear levels up. Increases gear XP.
	Swim- Speed Apple	Slightly increases the chance of receiving Swim Speed Up when your gear levels up. Increases gear XP.
	Special-Charge Shake	Slightly increases the chance of receiving Special Charge Up when your gear levels up. Increases gear XP.
	Special- Saver Latte	Slightly increases the chance of receiving Special Saver when your gear levels up. Increases gear XP.
1	Special- Up Smoothie	Slightly increases the chance of receiving Special Power Up when your gear levels up. Increases gear XP.

Respawn Mocha Quick-Slightly increases the chance of receiving Quick Super Jump when your gear levels up. Jump Orange Increases gear XP. Slightly increases the chance of receiving Sub Power Up when your gear levels up. Increases

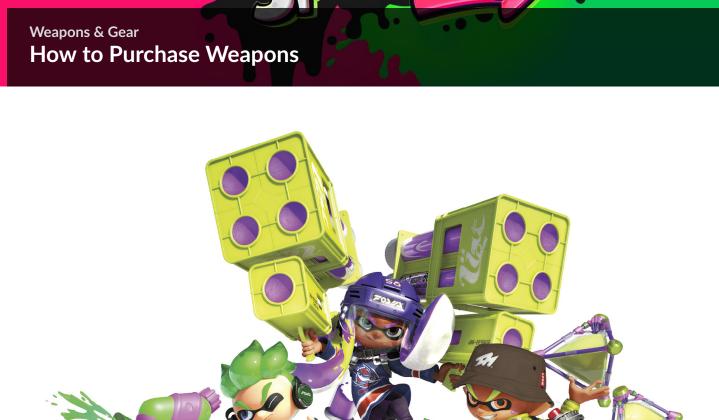
Slightly increases the chance of receiving Quick Respawn when your gear levels up. Increases

Slightly increases the chance of receiving Ink Resistance Up when your gear levels up.

Slightly increases the chance of receiving Cold-Blooded when your gear levels up. Increases

Blast-Slightly increases the chance of receiving Bomb Defense Up when your gear levels up. **Armor Peach** Increases gear XP.





for purchase at Ammo Knights. Speak with Sheldon, and he'll be more than happy to tell you all about the new weapons he has in stock. Each weapon is unique, with varied ranges, rates of fire, and damage output. Before spending your hard-earned gold, give each weapon a quick test-drive to ensure it matches your Ink Battle needs and style of play—Sheldon allows weapons to be tested on a shooting range before you purchase them. Pay attention to the weapon's loadout too. Each weapon has its own sub weapon and special. Take into account how all three weapons work together. Some loadouts are better suited for Turf War, while others may work better in Splat Zones, Rainmaker, or Tower Control. If you don't care for a certain weapon, set it aside and save your money for future unlocks or gear. Purchased weapons can be equipped immediately, ready for your next lnk Battle.

The more you participate in Ink Battles, the quicker you level up. With each level you attain, you unlock new weapons available



B Leave	Shop	11200	G 4900	16900 900	21 Weapon details 2100 9500 V Test
New			ach time you l	evel up. Be sure to v	visit Sheldon at Ammo Knights to see what
Weap Name	on Unlock	Cost	ssion Rank	Sub	Special
Train.	Splattershot Jr.	_	1	Splat Bomb	Ink Armor
%	Splattershot	900	2	Burst Bomb	Splashdown
7	Splat Roller	1,800	3	Curling Bomb	Splashdown
*	Splat Charger	2,200	3	Splat Bomb	Sting Ray
%	Tentatek Splattershot	2,100	4	Splat Bomb	Inkjet
	Splat Dualies	2,400	4	Burst Bomb	Tenta Missiles
4	Blaster	3,000	5	Toxic Mist	Splashdown
*	Slosher	2,500	5	Suction Bomb	Tenta Missiles
Je .	Aerospray MG	4,900	6	Suction Bomb	Curling Bomb Launcher
P	Carbon Roller	6,200	7	Autobomb	Ink Storm
S	Heavy Splatling	7,800	8	Sprinkler	Sting Ray
7	N-Zap '85	7,100	9	Suction Bomb	Ink Armor
**	Splattershot Pro	13,800	10	Point Sensor	Ink Storm
*	Octobrush	8,200	10	Autobomb	Inkjet
	Enperry Splat Dualies	9,000	11	Curling Bomb	Inkjet
7	Krak-On Splat Roller	9,200	12	Squid Beakon	Baller
	Rapid Blaster	9,800	13	Ink Mine	Splat Bomb Launcher
7	.52 Gal	9,500	14	Point Sensor	Baller
*	Splatterscope		15	Splat Bomb	Sting Ray
•	Tri-Slosher Firefin Splat	10,200	15	Burst Bomb	Ink Armor
~	Charger	10,600	16	Splash Wall	Suction Bomb Launcher
	Jet Squelcher L-3	11,300	17	Toxic Mist	Tenta Missiles
	Nozzlenose	10,400	18	Curling Bomb	Baller Baller
**************************************	Luna Blaster Dynamo	12,100 24,500	20	Splat Bomb Ink Mine	Sting Ray
<u>*</u>	Róller E-liter 4K	13,900	20	Ink Mine	Ink Storm
	.96 Gal	12,600	21	Sprinkler	Ink Armor
**************************************	Goo Tuber	13,400	22	Suction Bomb	Splashdown
Za o	Mini Splatling	12,300	23	Burst Bomb	Tenta Missiles
	Flingza Roller	15,700	24	Splash Wall	Splat Bomb Launcher
	Splash-o- matic	11,200	25	Toxic Mist	Inkjet
*	Firefin Splatterscope	13,900	25	Splash Wall	Suction Bomb Launcher
A	Dapple Dualies	14,700	26	Squid Beakon	Suction Bomb Launcher
	Custom Blaster	15,300	27	Autobomb	Inkjet
*	Aerospray RG	16,900	28	Sprinkler	Baller
	H-3 Nozzlenose	17,200	29	Point Sensor	Tenta Missiles

Clash Blaster

E-liter 4K

Scope

18,200

23,200

30

30

Splat Bomb

Ink Mine

Sting Ray

Ink Storm





Splattershot Jr.



RANGE		35
DAMAGE		22
FIRE RATE		75

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	1
Cost:	0
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p





Sheldon's Notes

The Splattershot Jr. is the classic entry-level Turf War weapon! It's a great companion for learning the basics of battle. It has a high rate of fire and efficient ink use to boot. Plus it sprays ink so wildly that you're bound to hit something! Splat Bombs are super effective at smoking out hidden opponents and clearing your path. The Ink Armor special is great for support, making this set an excellent choice for players who appreciate balance.

Tips

- Since the Ink Armor special is shared with all teammates when active, this loadout is a solid support option. Use it when

• The Splattershot Jr. excels at turf coverage—an apt choice for Turf Wars. Though it's the starting weapon, few loadouts

are as versatile. Try it when learning new stages and modes.

these bombs to engage distant threats.

your team is making a concerted, offensive push.

• Splat Bombs can be used to set traps or keep enemies at a distance. Due to the Splattershot Jr.'s limited range, rely on







RANGE	50
DAMAGE] 45
FIRE RATE	60

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	2
Cost:	900
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

The Splattershot is beloved for its ease of handling and high potential. This is the latest model of the go-to weapon. The included Burst Bombs are great for both attack and defense, and the Splashdown special doubles down on attack power. You can also use the Splashdown as a defensive ace in your sleeve, so it's perfect for learning the basics of battle. If you make good use of this all-around set, you'll be a force to be reckoned with!

Tips

- - harder than the Splattershot Jr. • Consider equipping the Ink Saver (Main) and Sub Power Up abilities. The weapon is the strength of this loadout, and Ink

• This loadout is great for Turf War, thanks to the coverage of the Burst Bombs and Splashdown. The main hits much

Saver (Main) allows you to fire more shots.

• Sub Power Up helps you throw those Burst Bombs farther, thus covering more ground at a greater distance. Burst

Bombs don't inflict much damage, but they're great for spreading ink.



Weapons





Weapon Stats

RANGE	48
INK SPEED	45
HANDLING	55

Weapon Type:	Roller
Level Unlocked:	3
Cost:	1,800
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

wide ink path. Roll right over opponents from behind.

special is best initiated from an elevated position as well.

The Splat Roller represents the roller class of weapons, which excel in close combat and inking turf. Tap ZR to fling ink at foes, or hold it down to ink the ground as you run. Bounce a Curling Bomb off a wall to cut off your opponent's route, get right up on them, and SPLAT! Pair it with the Splashdown, and you'll likely have little trouble splatting multiple opponents at once. To experience the basics of the new generation of rollers, look no further.

Tips

• This basic roller has decent ink-splatter range and roll speed, ideal for Turf War. Run behind the roller while leaving a

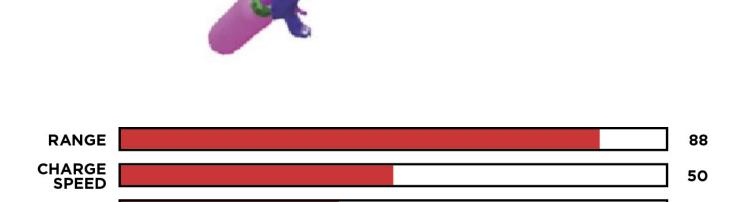
• Look for opportunities to take the high ground so you can sling ink with the roller over a wide area. The Splashdown

- The roller and Curling Bombs consume ink quickly. Equip Ink Saver (Main) and Ink Saver (Sub) to reduce ink
- consumption. Use Ink Recovery Up to refill your Ink Tank.



MOBILITY





40

Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	3
Cost:	2,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

opponents in its path. It can even shoot through cover.

The Splat Charger is a charger weapon designed for long-range offense. Hold ZR to charge up ink, then release to fire it out all at once, inking a long path in an instant. Sure, it's a bit unwieldly, but this baby can store its charge, allowing you to swim for a short while without losing it. The Splat Bombs and Sting Ray complement its long-range nature. This set is a great starting point on your journey to charger mastery!

- **Tips**
 - playstyle.

• The Splat Charger's stats put it right in the middle of the chargers. Its versatility allows the most adjustments for

• Charge the weapon before swimming to a new location. Then pop out of your ink and unleash a powerful charged shot.

• When opponents are just out of range, activate the Sting Ray and sweep the stream across the arena, splatting any





Weapons

Tentatek Splattershot



RANGE	50
DAMAGE	45
FIRE RATE	60

Weapon Stats			
Weapon Type:	Rapid		
Level Unlocked:	4		
Cost:	2,100		
Ink Consumption:	Moderate		
Travel Speed:	Moderate		
Points for Special:	190p		





Sheldon's Notes

handy to speed up Inkjet deployments.

The Tentatek Splattershot is the product of a collaboration with the gear brand Tentatek. Its stats are the same, but it features Splat Bombs as its sub weapon and the Inkjet special, allowing players to push the front lines. Use it to quickly expand your team's turf and boost morale.

Tips

- os estados esta
- The Tentatek variant's stats are identical to those of the standard Splattershot. Unless you're dying to try the Inkjet, save some money by sticking with the standard.
- Inflict damage by flying directly over them.

• As with the standard Splattershot, Ink Saver (Main) and Sub Power Up are worthwhile. Special Charge Up comes in

• Here's your first opportunity to try out the Inkjet special. Take to the skies and lob explosive rounds toward opponents.









RANGE		39
DAMAGE		22
MOBILITY		70

Weapon Stats	
Weapon Type:	Dualie
Level Unlocked:	4
Cost:	2,400
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

Introducing the Splat Dualies! This pair of dual-wield weapons was born from the culture of Turf War. You carry one in each hand, and their propulsive exhaust nozzles allow you to perform high-speed dodge rolls. You can't move for a brief period after rolling, but the two sights overlap during that time, increasing your splatting power. The included Burst Bombs deal great damage, and you can hit far-off opponents with the Tenta Missiles. It's a solid set!

Tips

- - coverage and splatting, effective in all modes.

• What these dual-wield pistols lack in damage output, they make up for in fire rate and mobility. They're great for ink

• While shooting, jump and move to do a dodge roll—up to two consecutively. Avoid incoming ink, or dodge-roll in midair for a rapid descent—a quick way to get down the ramps in Moray Towers.

• Tenta Missiles are effective during Splat Zones and Tower Control. Target tight groups gathered around each objective.



Weapons **Blaster**





RANGE	27
IMPACT	70
FIRE RATE	20

Weapon Stats	
Weapon Type:	Blaster
Level Unlocked:	5
Cost:	3,000
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

pursuer if you're being chased.

The Blaster main in this set is a relative of the Shooter family, but it fires balls of ink that explode in midair. It's a bit lacking in the range and fire-rate departments, but when it hits...it HITS. Even near misses deal damage, thanks to the ink explosion. Pin the enemy down with the Toxic Mist sub, then hit 'em like BLAM! If they escape the mist, drop the hammer on 'em with the Splashdown. This high-octane set is perfect for battlers who like to bring it on!

- **Tips**
 - Zones, or lob ink over walls and onto elevated platforms. • Despite its low rate of fire, the Blaster consumes ink quickly. Use Ink Saver (Main) to keep your Ink Tank from running

• This weapon fires grenade munitions that spread ink over a wide area—aim high and watch it rain! Quickly ink Splat

dry.

• Deploy Toxic Mist on ramps and in other chokepoints to hinder enemy movement. This is also a good way to lose a



Weapons Slosher





RANGE	58
	_
DAMAGE	85
	_
HANDLING	50
	_

Weapon Stats	
Weapon Type:	Slosher
Level Unlocked:	5
Cost:	2,500
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

your opponents flee in a panic.

Slosher types can do things other weapons only wish they could. The Slosher has the ability to splash ink dead ahead. It's great for attacking the tops of high areas and behind walls. It can't fire rapidly, but combine it with the Suction Bomb's explosion to defeat opponents without being seen. Check your opponent's location with the Tenta Missiles and then fire away!

Tips

- OS CONTRACTOR CONTRACT
- ground onto unsuspecting opponents, or arc ink over walls when aiming up.
 This weapon's effective coverage makes it a solid choice for Turf War. Equip Ink Saver (Main) and Ink Recovery Up to

• The Slosher, essentially a bucket filled with ink, has impressive range and damage output. Fling ink down from high

reduce downtime.

• The Suction Bombs work well for Tower Control matches. Stick them to the tower's surface or center post and watch







RANGE	35
DAMAGE	10
FIRE RATE	90

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	6
Cost:	2,500
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	170p





that explode at shorter distances.

The range and accuracy of the Aerospray MG aren't anything to write home about, but it's got an incredible fire rate. Combined with the Suction Bomb as a sub, the main weapon offers great power and great ink spread to boot. You can really surprise your opponents with the Curling Bomb Launcher special, so don't miss out on this set!

Tips

- os estados esta
- blistering fire rate. It's a serious contender during any close-quarter duel.
 To move faster than average, equip Run Speed Up and Swim Speed Up. Make an early-round dash toward objectives

• The Aerospray MG's quick ground coverage is great for Turf War. It compensates for low damage output with a

during Splat Zones, Rainmaker, and Tower Control.

• For the Curling Bomb Launcher, hold **ZR** to launch bombs greater distances. Quickly tap **ZR** to dispense multiple bombs







RANGE		20
INK SPEED		63
HANDLING		65

Weapon Stats	
Weapon Type:	Roller
Level Unlocked:	7
Cost:	6,200
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p





The Carbon Roller is a lightweight roller built using low-density parts for increased handling. You can't fling a whole lot of ink with this one, so use an Autobomb to check if the area's safe before you ink ahead. A well-placed lnk Storm over an enemy's hiding place will send them running. Little do they know that you're waiting to splat them!

Tips

- ps
- charge, while teammates swim your ink path.Flinging ink isn't as effective as with other rollers. Rely on Autobombs when engaging at range. The bombs home in on

• The Carbon Roller rolls rapidly. Use it to rush objectives during Splat Zones, Rainmaker, and Tower Control. Lead the

opponents before detonating.

• Toss Ink Storm in the direction the cloud should travel. While the small ink droplets may not splat many opponents, Ink

Storm can hinder movement and claim territory during Turf War.



Heavy Splatling







Weapon Stats	
Weapon Type:	Splatling
Level Unlocked:	8
Cost:	6,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

The Heavy Splatling is similar to a charger, but it belongs to a whole new weapon class. Hold **ZR** to compress your ink, and release to let fly a stream of ink bombs. It uses a huge amount of ink and takes a while to charge, leaving you exposed in the meantime. Use the Sprinkler to keep a route open as you prepare a death blow with the Sting Ray. Stake your claim as king of the ink-splatted hill with attack time that'll make charger users jealous!

Tips

- - This weapon has surprising range; splat opponents before they pose a threat with shorter-range weapons.

• The Heavy Splatling takes a while to fully charge, so avoid close-quarter duels. Provide support from a safe distance.

• When ink coverage matters, pan the weapon from side to side while dispensing a fully charged shot. Tap **ZR** to fire single shots, handy for applying touch-ups.

• Stick the Sprinkler on vertical walls above high-traffic areas. Opponents are less likely to spot it when it's above them.



N-Zap '85





RANGE		50
DAMAGE		22
FIRE RATE		75

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	9
Cost:	7,100
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

your teammates, so everyone is tougher to splat.

The N-Zap '85 is a Shooter with excellent ink efficiency and rapid-fire capability. Its attack power isn't all that, but you can use its features to ink turf quickly as you pursue your opponents. Use the Suction Bombs to further stick it to baddies, and as you close in on them, pop your Ink Armor and watch them squirm! This weapon is the very definition of "reliable." Recommended for players who put a big emphasis on ink coverage!

Tips

• The N-Zap '85 performs like an upgrade of the Splattershot Jr., boasting improved range; the damage output and fire

- rate are identical. It's excellent for Turf War, and versatile enough for Ranked and League matches.
- Consider this loadout for Tower Control. Use Suction Bombs to chase opponents off the tower. • Activate Ink Armor for an offensive push during Splat Zones, Rainmaker, or Tower Control. Ink Armor is shared with







RANGE		70
DAMAGE		60
FIRE RATE		30

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	10
Cost:	13,800
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p





The Splattershot Pro was developed for more advanced users by the team behind the Splattershot. Use the Point Sensor to reveal opponents, and then blast them with the incredible precision and range of the main weapon. Its fire rate and ink efficiency aren't the best, but you can cover your teammates with an Ink Storm. Recommended to players who have a lot of faith in their accuracy and positioning.

Tips

• Impressive damage output and range make this weapon great for splatting opponents, but less so for spreading ink. It's

• Toss a Point Sensor to tag evasive opponents. Once tagged, they're seen by the entire team, even when swimming or

well-suited for Ranked and League matches of Splat Zones, Rainmaker, and Tower Control.

hiding behind cover. They remain tagged for about 10 seconds, so act quickly.

• This weapon guzzles ink fast. Equip Ink Saver (Main) and Ink Recovery Up to mitigate this effect.



Octobrush





RANGE	23
INK SPEED	80
HANDLING	85

Weapon Stats	
Weapon Type:	Brush
Level Unlocked:	10
Cost:	8,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

The Octobrush is a brush with denser bristles that fling even more ink with each swipe. The Autobomb sub weapon allows you to sweep areas you can't see, so you can push forward with confidence! Faraway enemies aren't safe either, with an Inkjet on your side. Easy to use, this brush set is great for brushing up on your skills.

Tips

ps

• The Octobrush functions like a roller—hold **ZR** while running to leave behind a narrow path of ink. For wider coverage

and more efficient splatting, rapidly tap **ZR** to swing the brush from side to side.

• The Octobrush and Autobombs deplete ink rapidly. Equip Ink Saver (Main) and Ink Saver (Sub) to compensate.

• To improve the weapon's range, swim up to an elevated position and swing the brush to rain ink down.





Enperry Splat Dualies



RANGE	39
DAMAGE	22
MOBILITY	70

Weapon Stats	
Weapon Type:	Dualie
Level Unlocked:	11
Cost:	9,000
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

The Enperry Splat Dualies are the result of a collaboration between the Splat Dualies and the gear brand Enperry. They've got the same stats as the Splat Dualies, but you can use the Curling Bombs to push forward and bring opponents into range. Splat far-off opponents with the Inkjet. Recommended for players who want to augment their mobility with rolls.

Tips

- Tine
 - If you own the Splat Dualies, forking over more money for this set is a tough sell; the Dualies perform exactly the same.
 - To compensate for the main weapon's limited range, toss a Curling Bomb and swim through its ink trail. Rush opponents this way and attack at close range.

• Sudden lateral dodge rolls make it tougher for opponents to target you. While rolling, the weapon reticles become one,

improving precision. Roll over enemy ink without slowing down.





Weapons
Krak-On Splat Roller



RANGE		48
INK SPEED		45
HANDLING		50
	-	

Weapon Stats	
Weapon Type:	Roller
Level Unlocked:	12
Cost:	9,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

The Krak-On Splat Roller is the product of a collaboration with the popular Krak-On gear brand. Drop a Squid Beakon while rolling around to gather your teammates and coordinate your strike. There's no fear of being surrounded when you can retaliate with the Baller. Highly recommended for those who like to push forward!

Tips

- ps
- Squid Beakon and Baller special.

• This roller performs identically to the standard Splat Roller, with the same stats. This is your first chance to access the

• Place Squid Beakons in low-traffic areas where they're least likely to be spotted. When spawning, Super Jump to them to maintain a presence near objectives. You can place up to three Squid Beakons at a time.

• Use the Baller to quickly spread ink and splat opponents. Roll toward a group and detonate for a large ink explosion.

You're not invincible while inside, so surprise enemies by flanking.







RANGE		62
IMPACT		35
FIRE RATE		40

Weapon Stats	
Weapon Type:	Blaster
Level Unlocked:	13
Cost:	9,800
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





opponents with the downpour.

The Rapid Blaster features an improved rate of fire and reduced ink consumption. It comes with the trade-off of less attack power, but you can reveal your opponents' positions to teammates with the Ink Mine. Finish off the tracked opponents with the Splat Bomb Launcher. Recommended for players who like to work closely with their team.

Tips

os

• Splat an opponent with two direct hits from the Rapid Blaster. When you can't get a clear shot, aim high over walls and

- cover. Each round leaves behind a wide ink trail. Ink Saver (Main) is critical.
 Ink Mines inflict little damage, but they track targets. Opponents caught in the blast radius are tracked for about six
- seconds. Chase them down before they recover.

• For best ink coverage, activate the Splat Bomb Launcher from an elevated platform. Stage offensive pushes to chase off



Weapons .52 Gal





RANGE		50
DAMAGE		75
FIRE RATE		25

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	14
Cost:	9,500
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

The .52 Gal is a heavy hitter with an extra-large nozzle for shooting massive amounts of ink. It's powerful but slow, so it's important to be aware of your surroundings. Lucky for you, it comes with the Point Sensor sub! The included Baller is great for drawing attention, so this set is recommended for players who like to control the flow of the battle.

Tips

- os estados esta
- opponents—a great choice for offensive-minded players.
 Toss Point Sensors along high-traffic routes leading out of the opposing team's spawn point. This makes it easy to track

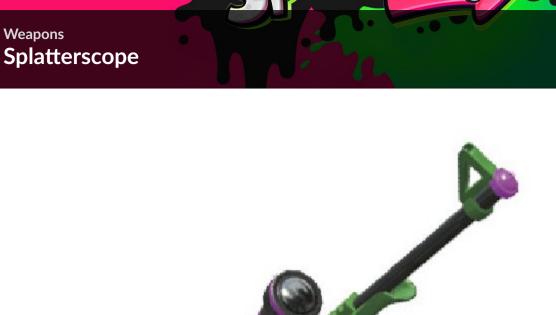
• Lead attacks with the Baller, and watch enemies flee. Use this tactic to chase opponents away from Splat Zones.

Detonate the Baller in the center of the zone to claim it for your team.

• The .52 Gal excels at objective modes like Splat Zones, Rainmaker, and Tower Control. It takes two shots to splat

opponents as they move toward an objective.







Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	15
Cost:	9,500
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Ray can fire through solid objects.

The Splatterscope is a Splat Charger with a scope for better long-distance aiming. It's great for hitting far-off targets, but your view is narrow while charging, so be careful where you use it. Also, the ability to store your charge has been removed. But hey, if you like to stay safe and shoot from afar, this could be the charger for you! The Splat Bombs and Sting Ray make this scoped model worth a try.

Tips

- - Charging zooms in the view, blacking out peripheral vision while magnifying the target. Fire partially charged shots to

prior to firing. When attacked close up, toss a Splat Bomb to distance yourself.

• The Splatterscope is like the Splat Charger, with a scope for more range. To avoid getting blindsided, only use the scope

keep your vision, at the cost of range.

• Use the String Ray to splat opponents funneling through high-traffic chokepoints. You don't need line of sight; the Sting







RANGE		39
DAMAGE		80
HANDLING		70

Weapon Stats	
Weapon Type:	Slosher
Level Unlocked:	15
Cost:	10,200
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

grates and coat opponents in low-lying areas.

The Tri-Slosher is a Slosher type that shoots ink in three directions in front of you at once. Since the ink is split in three, the attack power is reduced slightly, but if you follow up with a Burst Bomb, you're good to go! All that's left is to push forward with the lnk Armor. Recommended for those who appreciate a good splatting, not just ink coverage.

Tips

- **os**
- coverage.

• Compared to the standard Slosher, this variant suffers from shorter range and less damage output, but offers better ink

• The Tri-Slosher is best used in aggressive close-range attacks. Fling ink, swim forward, and fire again to quickly advance toward objectives. Activate Ink Armor before coming in close contact with the enemy.

• Fling ink upward to arc over walls and cover. Improve the limited range by flinging from elevated positions. Run along



Firefin Splat Charger





RANGE	88
CHARGE	
SPEED	50
MOBILITY	40

Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	16
Cost:	10,600
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	190p





Sheldon's Notes

The Firefin Splat Charger is a trendy model of the Splat Charger. The Firefin brand doesn't get you extra stats, but the set's been revamped for the Splat Charger connoisseur. Maintain your position with a Splash Wall. When pushing forward with your team, use the Suction Bomb Launcher to make up for the charger's low inking capabilities. This weapon is a safe bet for those who want to take their charger skills to the next level.

Tips

- - In terms of stats, this weapon is identical to the Splat Charger. The premium price gets you Firefin branding, plus the Splash Wall and Suction Bomb Launcher.

• The Splash Wall/Suction Bomb Launcher combo makes this a strong loadout during Tower Control. Launch a volley of

• Use the Splash Wall to escape pursuers. Toss it in the path of an attacker to block incoming fire and movement.

Suction Bombs at the tower, splatting or chasing off opponents.







RANGE	82
DAMAGE	35
FIRE RATE	30

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	17
Cost:	13,300
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





in corridors or block ramps to key areas.

The Jet Squelcher's boosted pump pressure gives it range to rival charger weapons. Use that range to safely splat opponents caught in your Toxic Mist. The main weapon's attack power is on the weaker side, but you've got Tenta Missiles, which are great for cleaning up the leftovers. Keep moving forward as you splat your opponents. Recommended for players who know when to push and when to hold their ground!

Tips

- - However, its narrow, linear stream isn't great at spreading ink. • This loadout is best utilized during Splat Zones, Rainmaker, and Tower Control. Provide supporting fire from an elevated

• Of the rapid-firing weapons, the Jet Squelcher has the longest range. Engage distant targets without using a charger.

position on the periphery. Target opponents with long-range precision shots.

• Provide support with Toxic Mist and Tenta Missiles while staying far from the action. Use Toxic Mist to trap opponents







RANGE		62
DAMAGE		25
FIRE RATE		65

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	18
Cost:	10,400
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





opponents before they can escape.

The L-3 Nozzlenose is a Shooter of a different sort; it fires a three-shot burst each time you pull the trigger. You can continue firing by holding down **ZR**, so keep an eye on your opponents, and wait for just the right moment to throw a Curling Bomb. Recommended for players who want to use the Baller to destroy their opponents' defense and soak up the spotlight!

Tips

- ps
- healthy opponent, so follow up with a second to finish the job.

• This weapon fires an impressive three-shot burst, great for spreading and splatting. One burst isn't enough to splat a

 Toss a Curling Bomb and swim behind to rapidly close in on opponents or objectives. Swimming through the ink also replenishes your Ink Tank.

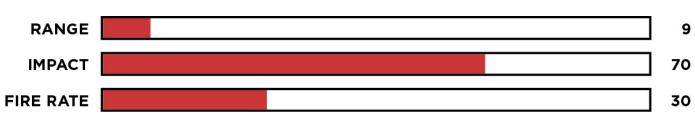
• When under fire or trudging through enemy ink, use the Baller to go on the offensive. Detonate to splat nearby



Luna Blaster







Weapon Stats	
Weapon Type:	Blaster
Level Unlocked:	19
Cost:	12,100
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

through the ink from each shot.

The Luna Blaster may look cute, but its short-range exploding ink shots pack a serious wallop. It's got a decent fire rate but it lacks range, so it comes with Splat Bombs to keep opponents right where you want 'em. The final blast the Baller special provides is huge, too. Think about the map terrain around you when it's time to blow!

Tips

- - This Blaster has extremely limited reach, firing an explosive round that detonates point-blank. Avoid toe-to-toe duels. Stage ambushes—one direct hit splats an opponent. Use Ninja Squid to swim without being spotted.
 - Each Blaster round leaves a wide ink trail before detonating, creating a large circular pattern for decent ink coverage. • The weapon's power comes at the cost of high ink consumption. Ink Saver (Main) and Ink Recovery Up are a must. Swim









RANGE	76
INK SPEED	25
HANDLING	20

Weapon Stats	
Weapon Type:	Roller
Level Unlocked:	20
Cost:	24,500
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p





your Ink Tank's refill rate.

The Dynamo Roller is a roller Sheldon designed himself, using a power generator for high strength and long range. The motor weighs it down a smidge, but the Ink Mines wait until someone gets close before splashing ink everywhere. The Sting Ray can take down enemies from a comfortable distance. The set appeals to those too stubborn to give up inked turf.

Tips

- ps
- advantage. When you're over a Splat Zone, swinging ink down can easily secure the capture.
 While slow, don't underestimate this heavy roller's range and damage potential. One flip of the roller can send a thick

• The Dynamo Roller has low swing and roll speeds, but higher damage output and splatter range. Use it with a height

ink glob flying, capable of splatting an opponent.

• This weapon consumes ink rapidly. Equip Ink Saver (Main) to reduce ink consumption, and Ink Recovery Up to increase



E-liter 4K



RANGE	96
CHARGE SPEED	20
MOBILITY	15

Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	20
Cost:	13,900
Ink Consumption:	High
Travel Speed:	Low
Points for Special:	190р





Sheldon's Notes

With its pressurized polymer construction, the E-liter 4K has a remarkably long range, even for a charger. This model offers a more compact design than the original, which cuts its range slightly, but it still has plenty of reach. Use the accompanying lnk Mines to cover your tracks, and then bring the lnk Storm special to expose anyone who dares hide from you!

- **Tips**
 - It's best suited for skilled sharpshooters. You can keep a shot charged while swimming.

• When operating in isolated positions, place an Ink Mine behind you to deter sneak attacks. The mine isn't powerful

• This ultimate long-range weapon fires a narrow stream at great distances. A fully charged shot can splat any opponent.

enough to splat an attacker, but the explosion signals that your position has been compromised. • Ink Storm hinders enemy movement. When opponents get stuck in the falling ink, splat them.



Weapons .96 Gal





RANGE		70
DAMAGE		75
FIRE RATE		10

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	21
Cost:	12,600
Ink Consumption:	High
Travel Speed:	Moderate
Points for Special:	180p





Sheldon's Notes

everyone benefits.

The .96 Gal is a Shooter that hits hard and has long range, courtesy of its large chamber and extended barrel. Of course, with that, you can't expect much from the fire rate, so make each shot count as you use the Sprinkler to spread ink. Also, be sure to support your teammates with Ink Armor. Recommended for tactical players who want to squash their opponents in all-out war.

Tips

- compensate in Ranked and League matches. Two direct hits splat an opponent. • Emphasize Ink Saver (Main) over Ink Saver (Sub) to make the most of what ink you have left after each Sprinkler

• Slow fire rate and high ink consumption make this a poor choice for Turf War. However, its range and power

deployment.

• Ink Armor works well for chaotic firefights near objectives. Wait until all teammates are on the map before activating so







RANGE	78
CHARGE SPEED	30
MOBILITY	70

Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	22
Cost:	13,400
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





Proudly announcing the Goo Tuber, a charger with a leveled-up ability to store your charged shots. Its design allows highpressure ink storage for extended periods, so you can stay submerged and wait for the perfect shot. In exchange, it takes longer to charge; push your foes back with Suction Bombs, then charge up! With a charged shot stored, stay on the move and pick your spot. If the enemy closes in, make 'em pay with a Splashdown surprise!

Tips

- This unique weapon allows you to store a charged shot for nearly three times as long while swimming. Ambush
- opponents with a powerful charged shot. • Hide in your ink until an opponent comes into view. By charging beforehand, you're safer from incoming fire. It takes a

from an elevated platform to deliver a devastating Splashdown.

while to charge, so initiate behind cover. Fire, then retreat to charge again. • While defending in Tower Control or Rainmaker, harass the tower riders or Rainmaker carrier with Suction Bombs. Drop







RANGE	62
CHARGE SPEED	80
MOBILITY	90

Weapon Stats	
Weapon Type:	Splatling
Level Unlocked:	23
Cost:	12,300
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





tower riders during Tower Control.

The Mini Splatling features a reduced charge time, thanks to a revision to the firing mechanism. You can also use Burst Bombs to paint the walls, making for a more three-dimensional battlefield. Rain down fire from above with the Tenta Missiles. Fight gracefully and lead your team to victory!

Tips

- os
- coverage. Focus on a single target, or swing left and right for a wider spray.
 In Turf War, rely on Burst Bombs to apply touch-ups. The Mini Splatling's ink coverage isn't thorough, so the bombs

• This smaller, faster-charging Heavy Splatling sacrifices range. Quickly charge for some impressive firepower and ink

come in handy for compensating.

• Target up to four opponents before unleashing a volley of Tenta Missiles. This is particularly effective for chasing away







RANGE	55
INK SPEED	45
HANDLING	45

Weapon Stats	
Weapon Type:	Roller
Level Unlocked:	24
Cost:	15,700
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





during the final moments of a Turf War battle.

The Flingza Roller is a wild one. Its shape changes depending on whether you swing it vertically or horizontally. It allows for quick horizontal ink flings before switching to a vertical fling like SWISH, SPLAT! Use the Splash Wall sub to create some safety, then send your team to the front line by laying down an ink path with a vertical swing. Protect your friends who rush to the front with the Splat Bomb Launcher.

Tips

- - To spread ink, swing horizontally. • Keep your Ink Tank full enough to deploy a Splash Wall. The Flingza Roller isn't the most competent during close-

• The Flingza performs as a cross between a roller and a brush. Swing vertically when engaging opponents at close range.

quarter duels, so throw down a Splash Wall as a defensive measure.

• Activate the Splat Bomb Launcher to stage an aggressive push around objectives, like Splat Zones, or to spread ink







RANGE		35
DAMAGE		 22
DAMAGE		 22
FIRE RATE		75

Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	25
Cost:	11,200
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p





For your main weapon, the Splash-o-matic is fined-tuned for highly accurate barrages. It's a little lacking in power, but it provides pretty good cover with its rapid fire. Limit your opponents' movements with the Toxic Mist, and then complete the domination with the Inkjet special. Recommended for aggressive players who want to lay the smackdown on their opponents!

- **Tips**
 - line, so swing it left and right to increase coverage.

• This well-rounded rapid-fire weapon is best reserved for close-quarter combat and ink coverage. It fires in a straight

• Toss Toxic Mist at an opponent, then follow up with the Splash-o-matic. They'll be so busy trying to avoid the mist that they may not return fire. Toxic Mist also comes in handy when retreating.

• Build on this loadout's speed and agility by equipping gear with Run Speed Up, Swim Speed Up, and Quick Super Jump.





Weapons Firefin Splatterscope



DAMAGE	50
FIRE RATE	30

Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	25
Cost:	13,900
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	190p





Sheldon's Notes

The Firefin Splatterscope resembles the Firefin Splat Charger, but adds a scope for keeping a better eye on distant opponents. However, remember that using the scope limits your field of view and prevents you from storing your charge. Get busy with the Splash Wall and Suction Bomb Launcher it comes with, and you'll be viewing the world through a whole new lens.

Tips

- - surroundings before zooming in. Don't linger in scope view too long, or you're bound to get flanked.

• Statistically, this weapon is identical to the standard Splatterscope. As with all scoped chargers, be mindful of your

• Swim up to an isolated perch and place a Splash Wall in front of you to counter pesky enemy snipers. You can fire through the Splash Wall, but opponents can't. Place the Splash Wall behind you to deter sneak attacks.

• Launch a barrage of Suction Bombs onto a Splat Zone or tower to claim these objectives for your team.



Dapple Dualies





RANGE	24
DAMAGE	47
MOBILITY	80

Weapon Stats	
Weapon Type:	Dualie
Level Unlocked:	26
Cost:	14,700
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p





Sheldon's Notes

you zipping along.

When fighting in close, don't forget to dodge-roll.

The Dapple Dualies are dualie weapons obsessively engineered to add optimum mobility. They're lighter but, as a result, have less range. The stats are the same, thanks to the ability to dodge-roll. Utilize the increased mobility to set Squid Beakons around the map, and call your teammates to your side. Use the Suction Bomb Launcher to further grow your teammates' territory. Recommended for players who move swiftly to splat their opponents and support their team.

- **Tips**
 - The Squid Beakons are valuable during Ranked and League matches of Splat Zones, Rainmaker, and Tower Control.

• These dualies have reduced range but deal increased damage. Try them if you prefer aggressive close-quarter fights.

Deploy three Squid Beakons around each objective to maintain a presence in contested areas.

• Emphasize movement speed abilities. Run Speed Up, Swim Speed Up, Quick Super Jump, and Ink Resistance Up keep







RANGE		27
IMPACT		70
FIRE RATE		20

Weapon Stats	
Weapon Type:	Blaster
Level Unlocked:	27
Cost:	15,300
Ink Consumption:	Moderate
Travel Speed:	Moderate
Points for Special:	180p





objectives like Splat Zones and towers.

The Custom Blaster comes with the same quality construction of the Blaster, but features a reworked look. It shares the specs of the Blaster, but the included Autobombs are great for flushing out foes. Dealing with nasty campers? Take to the sky and say hello with the Inkjet! See yourself as a Turf War field general? This set's for you!

Tips

- os
- spread ink in areas you can't access or see.
 Hold behind cover while tossing Autobombs toward unseen foes. To mitigate the ink consumption of the bombs and

• This Blaster functions like the standard. Use it for indirect fire: lob ink over walls and cover so the exploding rounds

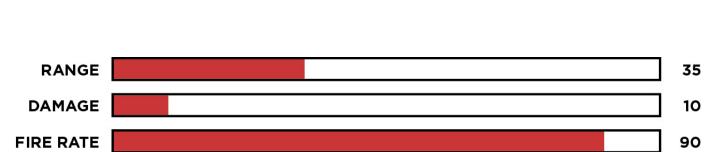
Blaster, equip gear with Ink Saver (Main) and Ink Saver (Sub).

• Activate the Inkjet for elevation, range, and damage output. Wait to engage at least two opponents. Take control of









Weapon Stats	
Weapon Type:	Rapid
Level Unlocked:	28
Cost:	16,900
Ink Consumption:	Moderate
Travel Speed:	High
Points for Special:	180p





Detonate before the layers are compromised.

The Aerospray RG set is a modified Aerospray MG set. It has the same great fire rate, but the Sprinkler gives this set absurd coverage. The Baller lets you cut off sections of your opponent's territory, so this set's recommended it for players who really want to control the turf!

Tips

os

• This variant functions identically to the Aerospray MG. This excellent short-range weapon is designed for spreading ink,

• The Sprinkler doesn't cover much turf, but it can slow enemy movement in high-traffic areas. Stick it to a vertical

and can also hold its own during close-quarter firefights, thanks to its blazing rate of fire.

• The Sprinkler doesn't cover much turn, but it can slow enemy movement in high-trame areas. Stick it to a vertical surface where it's unlikely to be spotted.

• Activate the Baller while taking fire to avoid getting splatted. Its two protective layers insulate you from incoming ink.







RANGE		70
DAMAGE		58
FIRE RATE		30

Weapon Stats		
Weapon Type:	Rapid	
Level Unlocked:	29	
Cost:	17,200	
Ink Consumption:	High	
Travel Speed:	Moderate	
Points for Special:	180p	





rain down ink in these bottlenecks as well.

The H-3 Nozzlenose offers a stronger triple-burst Shooter experience than the L-3 Nozzlenose. Seek out your opponent's location with the Point Sensor, and unleash a triple blast to splat 'em before they know what hit 'em! Use the Tenta Missiles to check and mark an opponent's location. Recommended for the Inklings who want to bring out the best in their main weapon.

Tips

- - increased ink consumption. One three-round burst splats an opponent. • The H-3 Nozzlenose excels at splatting, but lacks ink coverage. It shines in Ranked and League matches, particularly

• The H-3 Nozzlenose provides greater range and damage output than its L-3 cousin, but with a reduced fire rate and

when you're defending from a fixed, elevated position.

• Toss Point Sensors into high-traffic chokepoints to help your teammates hunt down opponents. Use Tenta Missiles to







RANGE	21
IMPACT	20
FIRE RATE	65

Weapon Stats		
Weapon Type:	Blaster	
Level Unlocked:	30	
Cost:	18,200	
Ink Consumption:	Moderate	
Travel Speed:	High	
Points for Special:	170p	





You know how Blasters tend to have a low rate of fire? Not the Clash Blaster! Its speedy shots are great for keeping foes at bay. Damage output is decreased to compensate for improved rapid fire, but Splat Bombs help you take it to your foes in a major way! Opponents keeping their distance? Reach out and touch 'em with the Sting Ray. Like to cause chaos on the front lines? This set's for you!

Tips

- - and it spreads ink efficiently. Equip Ink Saver (Main) to mitigate rapid ink consumption. • The Blaster's limited range is a liability in direct firefights, so stay out of the fray. Support from the periphery by lobbing

• The fastest-firing Blaster available spits out a steady stream of explosive rounds. Two direct hits can splat an opponent,

explosive rounds and tossing Splat Bombs.

• The Sting Ray offers much-needed range. Back away from the action and fire the concentrated beam of ink toward

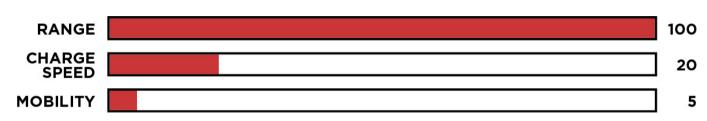
opponents. Keep firing, even as opponents duck out of view.



E-liter 4K Scope







Weapon Stats	
Weapon Type:	Charger
Level Unlocked:	30
Cost:	23,200
Ink Consumption:	High
Travel Speed:	Low
Points for Special:	190р





Sheldon's Notes

vulnerable to your scoped weapon.

The E-liter 4K Scope delivers the long-range action of the 4K model, with a scope for added accuracy. Though it boasts a range that beats almost every other charger, be extra aware of your surroundings when scoping in. Also, the scoped configuration doesn't let you store a charged shot. Your sub and special are the same as the 4K, so same deal here: find a safe spot, zoom in, and splat unsuspecting foes.

Tips

• This scoped variant is the longest-range weapon available. Compensate for ink consumption and low mobility with Ink

- Saver (Main), Run Speed Up, and Swim Speed Up. • The slow charge speed means you're vulnerable to retaliation. Charge the weapon behind cover. To avoid getting
- blindsided, don't expose yourself for more than a few seconds while in scope view.

• Place an Ink Mine near your perch to deter sneak attacks. Use Ink Storm to slow enemy movements so they're

purchased from Sheldon at Ammo Knights and used in Ink Battles. Like all weapons, each DLC weapon has a rank requirement before you can purchase it. If you haven't reached the requisite rank you'll need to put in a bit more time into Ink Battles to Inkbrush



5

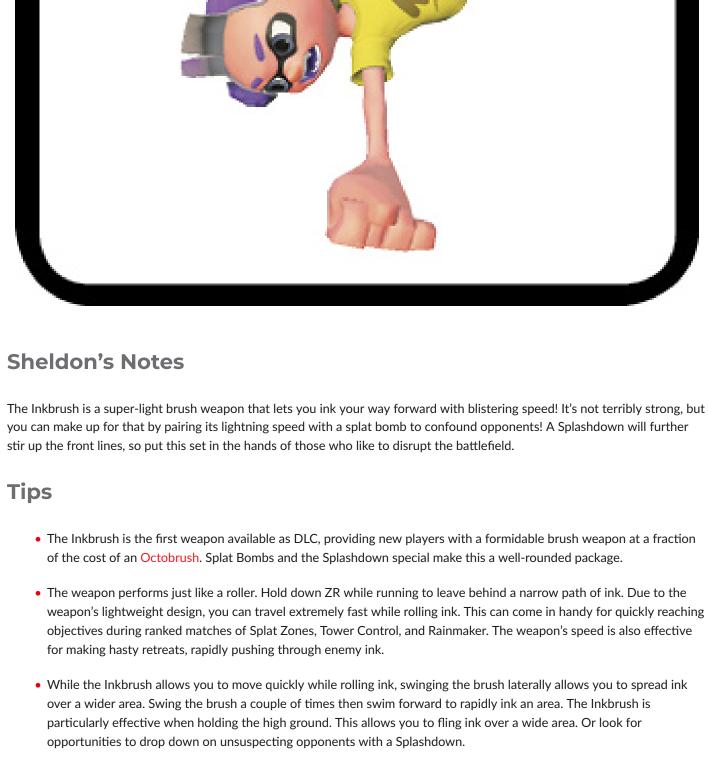
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100

Sub Weapo Bom	n: Splat b
Points for Special:	170p
Travel Speed:	High
Ink Consumption:	Moderate
Cost:	2,600
Level Unlocked:	5

Brush

Special: Splashdown	



MOBILITY

Travel Speed:

Points for Special:

RANGE 70 DAMAGE 22

60

Weapon Stats Dualie Weapon Type: Level Unlocked: 12 Ink Consumption: Moderate

Moderate

190p

Sheldon's Notes
The Dualie Squelchers are dualie versions of the Jet Squelcher. They feature an exceptional combination of highly accurate, rapid fire after rolling, and longish range. You can pinpoint your opponents' positions with the Point Sensor and Tenta Missile making you a real nuisance to the enemy team! And you can dodge-roll away from opponents who get close! I recommend them for nimble fighters who want to support their team!
Tips

• While the Dualie Squelchers lack the high rate of fire of the Splat Dualies, the improved range is a worthwhile tradeoff. This allows you to operate at medium-to-long range, inking many opponents before they can even retaliate. But don't try to duel opponents equipped with longer range weapons, like the Splattershot Pro, Jet Squelcher, or the chargers—the Dualie Squelchers lack the range and damage output of these weapons.

• Don't forget to dodge-roll while firing. Like the Splat Dualies, you can perform up to two consecutive dodge-rolls while firing the Dualie Squelchers. Your accuracy increases during dodge-rolls, indicated by the single aiming reticle. So try to keep your sights trained on an opponent during and immediately following a dodge-roll to

• The Dualie Squelchers fire narrow streams of ink, making them better suited for targeting opponents than spreading ink. So instead of equipping this weapon for Turf War, consider using it in ranked matches of Splat Zones, Tower Control, or Rainmaker. The Point Sensor and Tenta Missiles are more effective in these modes too, often allowing you to target multiple opponents at once-wait until they're clustered around objectives before

benefit from this temporary boost in accuracy.

deploying the sub weapon or special.

Ink Consumption: Travel Speed: Points for Special:

Weapon Stats

Weapon Type:

Level Unlocked:

Cost:

Sploosh-o-matic

Sheldon's Notes

• The Sploosh-o-matic debuted just before the first Splatfest, offering Inklings a formidable option during tense Turf War battles. Despite its short range, this weapon excels at ink coverage, rapidly firing thick streams of ink, leaving little need to apply touch-ups. For best results, keep moving while firing, panning the weapon laterally to increase coverage. Once an area is coated, swim through your ink to a new area and start over, continually expanding your team's territory.

Rapid

9,700

High

180p

Moderate

10

•	Avoid direct confrontation with opponents when possible. The Sploosh-o-matic has very limited range, with only slightly more reach than the Luna Blaster. This puts you at a serious disadvantage during duels as most opponents can hit you long before you can retaliate. So if you come under fire, retreat to a safe distance and look for opportunities to flank or ambush your pursuer. The weapon's short range makes it best utilized for ink coverage during Turf War matches. But crafty players can pull off some sneaky splats in ranked game modes.
•	While the Sploosh-o-matic has its limitations, don't forget to put those Curling Bombs and the Splashdown special to use. Curling Bombs give this set a much needed boost in range, allowing you to ink narrow paths you can swim through, ideal for retreating or pushing deep into enemy territory. Take the high ground and try to ambush opponents from above with a devastating Splashdown. Or if you come under attack, use the Splashdown splat nearby opponents.
Spl	at Brella

Ink Consumption:

Points for Special:

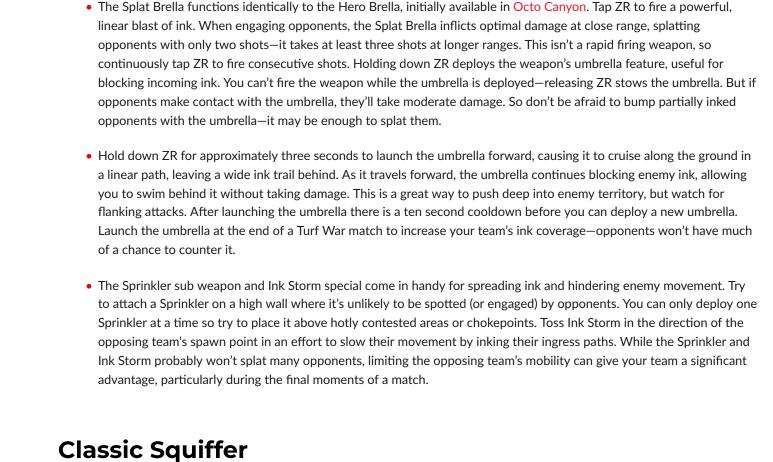
Sheldon's Notes

around the brella!

Tips

Travel Speed:

This here is the Splat Brella. It features a completely different fighting style than any other weapon type. You can scatter ink in front of you with ZR! But if you keep holding ZR, your umbrella will open up, shielding you from enemy attacks! Furthermore, if you hold down ZR even longer, you can launch the umbrella shield, and it'll zoom forward while blocking attacks. The Sprinkler sub weapon and the Ink Storm special further enhance your support capabilities. This is a great set for getting your head



- Special: Ink Armor
- **Tips** When it comes to range, the Classic Squiffer is outmatched by all the other chargers. But it somewhat makes up for this deficiency by having a quicker charge time. This makes it noticeably faster when firing a fully charged shot, still capable of splatting any opponent. Despite its limited range, the Classic Squiffer still has greater reach than most non-charger weapons. However, avoid toe-to-toe duels when confronting opponents equipped with the Jet Squelcher or other chargers. Like other chargers, you can store a Classic Squiffer's charged shot while swimming through your ink. Start by holding down ZR until the shot is charged, then continue holding ZR while swimming-pop out of your ink and fire off the shot (release ZR) at an unsuspecting opponent. But you can only store the charged shot for a few seconds, so try to find a suitable target before swimming. • The Classic Squiffer is best utilized as a support weapon during ranked matches of Splat Zones, Rainmaker, or Tower Control. Keep your distance and hunt down opponents while your teammates rush objectives. Be ready to deploy Point Sensors near objectives to mark the locations of opponents, making them easier for your teammates to track. Also, wait for the right moment before activating Ink Armor. This defensive special is applied to all of your teammates, so make

sure they're all in-play before activating. Ink Armor is most effective when making a coordinated offensive push. But it

60

60

40

The Classic Squiffer. For a charger, it's a bit short on range, but in return it can charge up much quicker. Use the Point Sensor to

charger, the short charge time and the power when using Ink Armor special allow you to jump into the fray! This set is great for

sniff out hidden opponents, allowing you and your allies to overrun and outnumber marked enemies! Even though it's a

Sheldon's Notes

the Inkling who's confident with a charger in close quarters.

can also prove vital when fending off attackers.

Sloshing Machine

RANGE

DAMAGE

HANDLING

Weapon Stats

Weapon Type:

Level Unlocked:

Ink Consumption:

Points for Special:

Travel Speed:

Cost:

Slosher

12,600

Moderate

Moderate

170p

13

- Sheldon's Notes
- **Tips** • If you like Sloshers, but prefer to keep your distance, the Sloshing Machine is a solid option. Compared to the standard Slosher, this weapon has slightly better range and damage potential. However, the weapon suffers from a relatively slow rate of fire, requiring a slightly longer cooldown between shots. Like all Sloshers, you must press ZR each time you wish to fire. Establish a steady to rhythm to quickly launch thick volleys of ink over a wide area.

• The weapon's spiraling volleys of ink provide a bit more coverage than the standard Slosher, making it a decent choice for Turf War matches. But the Sloshing Machine is particularly effective when targeting opponents. It takes two direct hits to splat an opponent, so be ready to fire a follow-up shot. The weapon's low rate of fire can make it difficult to fire a

second shot before your target gets away. However, the weapon deploys ink in a wide swath, hindering enemy movement—fire off that second shot while the target is still stuck in your ink. Look for opportunities to ambush unsuspecting opponents—drop ink from an elevated perch or pop out of your ink to launch a surprise flanking attack.

 The inclusion of the Autobomb sub and Sting Ray special make this set effective when supporting your team during ranked matches of Splat Zones, Tower Control, or Rainmaker. For best results, target opponents around objectives from elevated positions, using the Sloshing Machine and Autobombs to spread ink and help your team gain or maintain control. When it's time to deploy the Sting Ray consider retreating to a safe distance before saturating the objective with a powerful stream of ink-remember, the Sting Ray can shoot through solid objects, so you don't need to maintain

Autobombs, and splat them off the map! If they survive that, you can hunt them down with the Sting Ray! This set is perfect

for splatting like a wild child and drowning the battlefield in a whirlwind of ink!

RANGE

SPEED

CHARGE

MOBILITY

Weapon Stats

Weapon Type:

Dualie Squelchers

With its wide muzzle, the Sploosh-o-matic is well suited for close-combat situations! The Curling Bombs allow you to clear narrow pathways and push farther into enemy territory. And once you're there, send enemies back to their spawn point with the Splashdown! This close-range weapon set excels at opening holes in your opponent's defenses for your teammates to exploit.

Tips

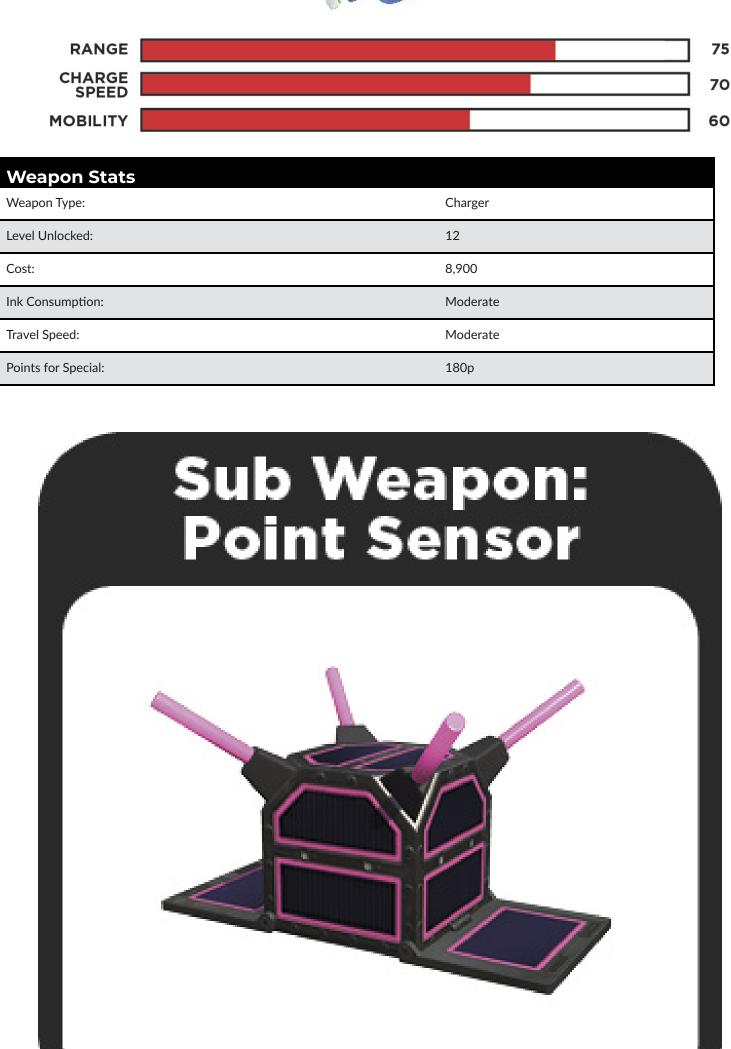
Weapon Stats Weapon Type: Brella Level Unlocked: Cost: 8,300



Moderate

Moderte

170p





a line of sight.

Sub Weapons

forward jump point, sub weapons come in handy in a variety of situations. Each sub weapon consumes ink, so before deploying one, make sure you have enough ink in your Ink Tank, carried on your Inkling's back. Some sub weapons can be thrown. Hold down the Sub Weapon button to reveal the weapon's arc-like trajectory. This allows you to deploy each device with greater precision, particularly when lobbing it over great distances or bouncing it off walls and other surfaces. Splat Bomb

Every primary weapon is paired with a sub weapon. From spreading ink, to detecting enemies, to supplying your team with a



• Splat Charger Tentatek Splattershot

Splatterscope

Clash Blaster

Availability

• Splattershot Jr.

- Luna Blaster
- These ink-filled pyramid-shaped explosives operate on a time-delayed fuse. Once tossed, they bounce around for a few
- seconds before exploding and spreading ink over a wide area. Bounce them around corners, roll them down inclines, or skip them across platforms. While the delayed fuse allows for a variety of deployment techniques, it also gives opponents time to get away. For best results, toss Splat Bombs in areas where opponents are unlikely to see them until it's too late, such as the

lands, your opponent has less time to escape.

Burst Bomb

bases of ramps. Splat Bombs only explode on the ground; they don't detonate in midair. The Splat Bomb's fuse begins counting down when it first touches an object—the fuse is paused whenever the Splat Bomb is falling, then resumes the countdown when it lands. When throwing a Splat Bomb downward at an opponent, bounce it off a ledge to begin the timer. Then when it



greater frequency. You can toss two to three Burst Bombs in quick succession without depleting your Ink Tank. This comes in

handy when you need to make a quick escape. Toss a few Burst Bombs in the direction of your opponent before swimming to

Suction Bomb

- safety.

Slosher Aerospray MG

• N-Zap '85

Goo Tuber

Availability

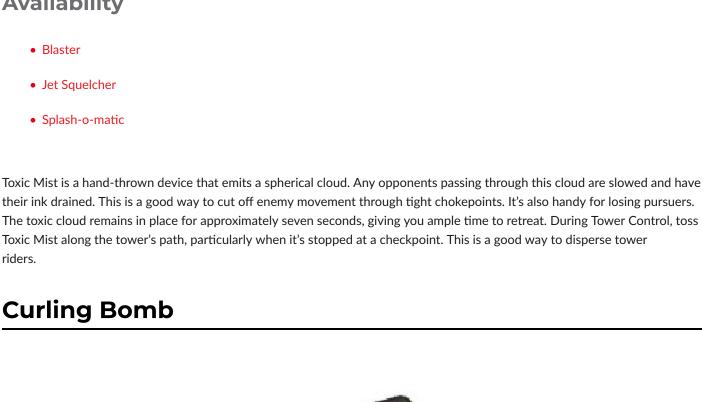
- to stick to surfaces allows you to plant them in spots your enemies might not suspect. Instead of tossing them on the ground, stick them to walls, just above an opponent's eye level—opponents are less likely to expect explosives on walls.
- **Toxic Mist**

As the name implies, Suction Bombs stick to any vertical or horizontal surface they touch. They explode after a short delay, spreading ink over a wide area. These devices have a slightly longer fuse than Splat Bombs; the base of the Suction Bomb flashes repeatedly just before it explodes. The ink coverage of Suction Bombs is similar to that of Splat Bombs, but their ability

Blaster • Jet Squelcher

Availability

• Splash-o-matic

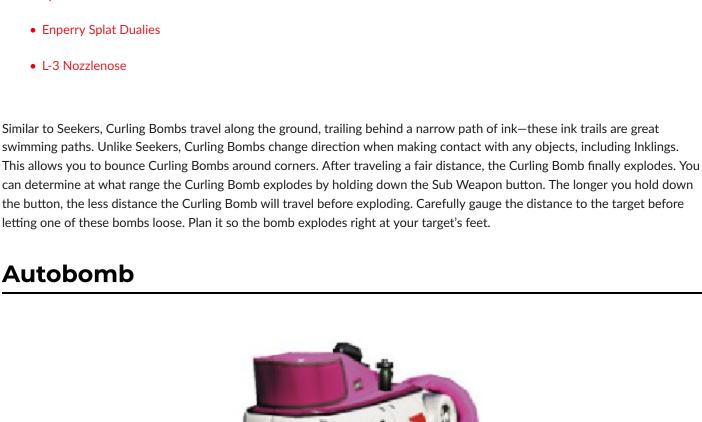


Curling Bomb

Splat Roller Enperry Splat Dualies

• L-3 Nozzlenose

Availability



Autobomb



These unique robotic bombs are tossed just like Splat Bombs or Burst Bombs. However, upon landing, the Autobomb seeks out the nearest enemy within a wide radius. After it walks over to an enemy, there's a slight delay before the Autobomb detonates and spreads ink over a large area. This delay gives opponents a chance to escape—the farther away they get, the less damage they take. For best results, toss these bombs toward preoccupied enemies. Autobombs also come in handy when you're pinned

behind cover. Simply toss one over a wall or piece of cover to send your attackers fleeing.

Availability

• .52 Gal

Sprinkler

Splattershot Pro

• H-3 Nozzlenose

Point Sensor



Upon detonation, the hand-tossed Point Sensor emits a sphere-shaped area of effect, tagging any opponent within for approximately 10 seconds. During this period, the tagged opponent is constantly circled by a squid icon that can be seen by you and your teammates. This squid animation appears on your team's screens, even if the opponent is swimming or hidden

behind a wall. This makes tracking down and eliminating opponents much easier.

Availability

• .96 Gal

alive.

Ink Mine

Heavy Splatling

 Aerospray RG This device functions like a lawn sprinkler, spreading ink over a modest 360-degree radius. When first deployed, Sprinklers rotate quickly, spreading ink rapidly, then gradually slow down over time. The narrow steams of ink don't inflict much damage, but Sprinklers offer a good way to maintain ink coverage in high-traffic areas during Turf War and Splat Zones. Instead of tossing one on the ground, where it's likely to be spotted and destroyed, throw it high on a wall—Sprinklers stick to any surface, like Suction Bombs. However, you can only deploy one Sprinkler at a time. If you toss a second one out, the first one disappears. Destroy enemy Sprinklers by shooting them. If left untouched, a Sprinkler continues spreading ink as long as you're

Availability

• E-liter 4K Scope Ink Mines have undergone some changes—they now explode with less power, but tag nearby opponents with a Point Sensor effect, making them easier to trace. Ink Mines are triggered by enemy movement, so drop them in high-traffic chokepoints

• E-liter 4K

Rapid Blaster

Dynamo Roller

- Splash Wall

This defensive wall rains down ink, blocking enemy movement and incoming ink. The ability to shoot through your own team's Splash Walls makes them an absolute game changer during duels, particularly in tight chokepoints. The Splash Wall is powered by its own integrated Ink Tank, visible along the center vertical pole. The ink level drops the longer the Splash Wall has been deployed—it takes approximately seven seconds for a Splash Wall to fully consume its ink. As enemy ink strikes the wall, the

where enemy movement is guaranteed—paths leading out of the opposing team's spawn point are good spots. They're also effective when dropped at the tops of heavily traversed walls. To avoid getting surprised by enemy Ink Mines, stay within friendly ink. When coated with your team's ink, an enemy Ink Mine becomes visible and explodes, spreading enemy ink over a wide area. Keep your distance from these mines, even when you've uncovered one. You can place up to two lnk Mines at a

• Flingza Roller Firefin Splatterscope

Firefin Splat Charger

- ink within the tank depletes at a faster rate. **Squid Beakon**

Beakons on a stage at a time.

Availability Krak-On Splat Roller Dapple Dualies

Drop this radar-like device to give your team a Super Jump point on the stage. Squid Beakons appear on the map as radar icons. Select one of these icons to initiate a Super Jump toward the chosen Beakon. Once a player lands on a Squid Beakon, it explodes. Don't be stingy with these things; keep deploying Squid Beakons to give your team an advantage. For best results, place Squid Beakons in safe spots near the center of a stage to grant your team quick access to hotly contested areas like Splat Zones. The map also shows enemy Squid Beakons, so use this intel to hunt them down—destroy them by shooting them—or camp at an enemy Squid Beakon and ambush opponents as they jump into view. Each player can place up to three Squid

- **Availability**

All specials in Splatoon 2 are new, each providing a unique tactical advantage. Unlike sub weapons, specials aren't readily available at the start of a match. You must earn the special by inking territory. The more territory you ink, the faster the circular Special Gauge fills, located in the upper-right corner of the screen. Once the Special Gauge is full, you can activate your special. When and where you activate is important. Specials grant you a variety of offensive and defensive bonuses, but they only remain active for a few seconds. If you're splatted while a special is ready, you lose the special and some progress on the Special Gauge when you respawn, so don't wait too long. As soon as you activate, your Ink Tank is automatically replenished. **Ink Armor**

Weapons **Specials**



• N-Zap '85 • Tri-Slosher

to glow, even while you're swimming in squid form.

Availability

• Splattershot Jr.

- .96 Gal
- Don't confuse Ink Armor with the Bubbler from the original Splatoon. Ink Armor mitigates damage but doesn't eliminate it. It

Splashdown

protects up to half your health or blocks one shot, including direct hits from the Rainmaker. Ink Armor is shared with any teammates alive at the time of activation, so make sure all teammates are on the field. Consider coordinating a push while you all benefit from Ink Armor. On the downside, you can't hide in your ink while this special is active—Ink Armor causes your eyes



• Goo Tuber

• Blaster

Availability

Splattershot

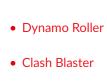
Splat Roller

- Looking to spread ink while splatting multiple opponents? Perhaps Splashdown is just the thing. Activate this special to deliver a powerful ground pound that spreads ink over a wide radius and splats any opponents within its generous range. This special
- splat from an elevated platform.

Sting Ray

must be activated at close range if you hope to splat opponents, but getting in close can be problematic, especially if you've been spotted. Either swim to close range or drop in from above; there's nothing more satisfying than scoring a Splashdown

Availability • Splat Charger



Splatterscope

Heavy Splatling

- The Sting Ray fires a highly concentrated stream of ink, capable of cutting through the entire map and splatting any opponents
- in its path. Think of this as the new Killer Wail. Before activating, locate a distant target—the Sting Ray is most effective when focused on high-traffic areas. It's difficult to aim as you fire, so sidestep to sweep the ink stream across the map. You can halt fire to readjust your aim before firing another stream, but the Special Gauge continually depletes whether you're firing or not. The Sting Ray can pass directly through cover, so consider activating it after a teammate deploys a Point Sensor. This allows

Inkjet

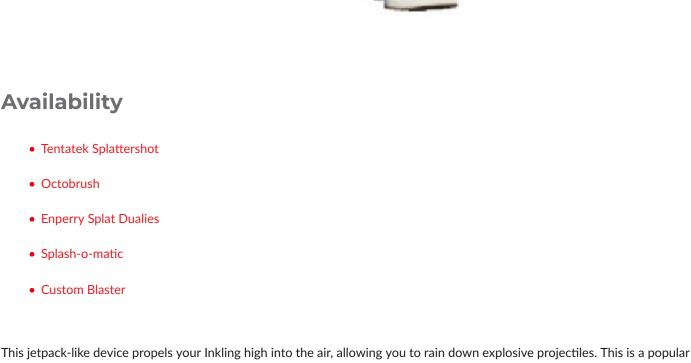
you to locate and engage opponents anywhere on the map.

Availability

Octobrush

• Splash-o-matic

Custom Blaster



special, particularly during Splat Zones. While flying, you're always a preset distance above the ground, even when over grates. Press the Jump button for an added boost in altitude to clear objects in your way. You can enter squid form while the Inkjet is active, to swim through ink before popping up in a new location. Look for opportunities to fly directly over opponents—the ink

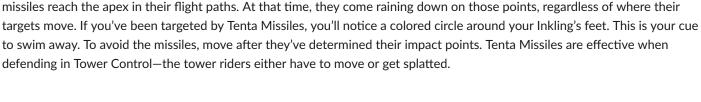
- propulsion shooting from the Inkjet can splat enemies.
- **Tenta Missiles**

Availability Splat Dualies Slosher

• Jet Squelcher

• Mini Splatling

• H-3 Nozzlenose



Curling Bomb Launcher

map. By default, the Curling Bombs are set to detonate at close range, traveling a short distance before exploding. If you want the bombs to travel greater distances, hold down R longer. This means you dispense fewer bombs before the Special Gauge is

depleted, but the Curling Bombs travel farther, likely spreading ink over a larger area.

The Tenta Missiles special fires a volley of ink-filled homing missiles, ideal for splatting multiple opponents. Upon activation, you're prompted to lock on to multiple targets. Squeeze as many targets into the reticle as possible for multiple locks; you can lock on to all opponents if they're within view. Fire the missiles, launching them skyward in a steep trajectory-four missiles are

fired per target. As the missiles climb, they continually track their targets. Missile impact points are determined once the

Aerospray MG The Curling Bomb Launcher is similar to Bomb Rush from the original Splatoon, allowing you to rapidly deploy a barrage of Curling Bombs. This is a great way to spread ink over a wide area, as each Curling Bomb dispenses its own ink trail across the

Availability

Ink Storm

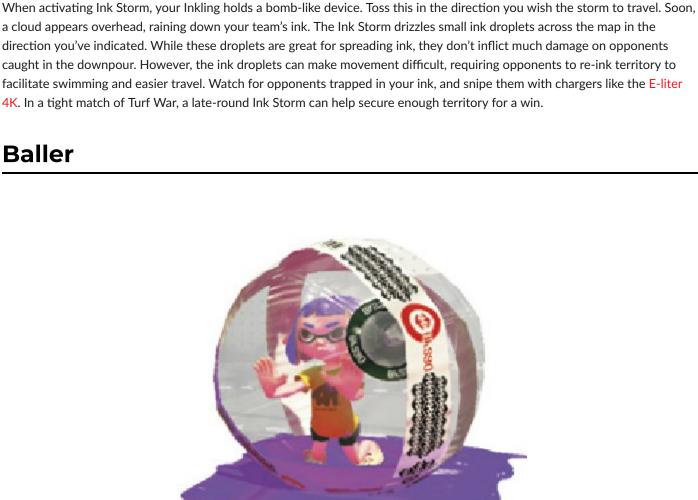
Availability

Carbon Roller

Splattershot Pro

• E-liter 4K Scope

• E-liter 4K



Baller

Availability Krak-On Splat Roller

• .52 Gal

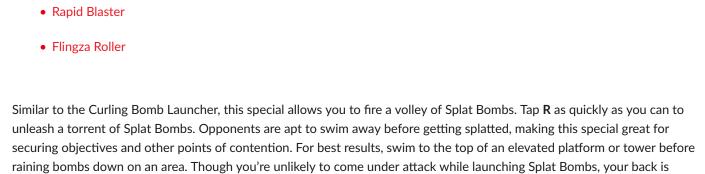
• L-3 Nozzlenose

• Luna Blaster

Aerospray RG

choose when you want the Baller to explode by holding down ZR.

Splat Bomb Launcher



- The Baller special resembles a large hamster ball with your Inkling in the center. While traveling in the Baller, your Inkling can roll across the map at high speed while spreading ink, similar to a roller. You can even roll the Baller straight up vertical surfaces, no matter what color they're inked in—it's just like swimming up a wall as a squid. The Baller consists of two protective layers that can be destroyed by opponents, so avoid direct confrontations; otherwise your ride will be cut short. When the Special Gauge becomes depleted, the Baller detonates, spreading ink over a wide blast radius. Alternatively, you can
- - **Availability**

riders scramble, allowing your team to move in for the capture.

vulnerable—take this into account before activating the special.

Suction Bomb Launcher

- The Suction Bomb Launcher operates identically to the Splat Bomb Launcher, dispensing these adhesive explosives at a rapid pace. Keep tapping **R** while the special is active to launch a volley of Suction Bombs. Unlike Splat Bombs, Suction Bombs stick to any surface, so don't forget to launch them toward walls and other vertical planes. During Tower Control matches, get above an approaching tower before activating this special. Sticking multiple Suction Bombs to the tower is a surefire way to make
- **Availability** • Firefin Splat Charger
- - Firefin Splatterscope Dapple Dualies





Have you visited Octo Canyon? If not, there are some bonus weapons waiting for you. The Hero weapons used during the Octo Canyon adventure can be unlocked and used in multiplayer, but first you must receive each weapon in the single-player campaign from Sheldon. He needs you to test them so he can gather research data. After you receive a weapon from Sheldon, complete all 27 lairs and all five boss battles to unlock it for multiplayer Ink Battles. For the most part, Hero weapons are identical to their multiplayer counterparts, but with slight cosmetic differences. However, the Hero Shot and Hero Brella are unique. Here's a rundown of each Hero weapon and where you can find it.

Hero Weapon Details						
Weapon		Unlock Location	Description			
	Hero Shot	Lair 1	A rapid-fire weapon with similar characteristics to the Splattershot.			
7	Hero Roller	Lair 4	Based on the Splat Roller, with identical stats.			
	Hero Dualies	Lair 5	Based on the Splat Dualies, with identical stats.			
-	Hero Charger	Lair 6	Based on the Splat Charger, with identical stats.			
	Hero Slosher	Lair 10	Based on the Slosher, with identical stats.			
	Hero Splatling	Lair 13	Based on the Heavy Splatling, with identical stats.			
	Hero Blaster	Lair 19	Based on the Blaster, with identical stats.			
	Hero Brella	Lair 20	A unique weapon with an umbrella-like shield.			
*	Hero Brush	Lair 22	Based on the Octobrush, with identical stats.			

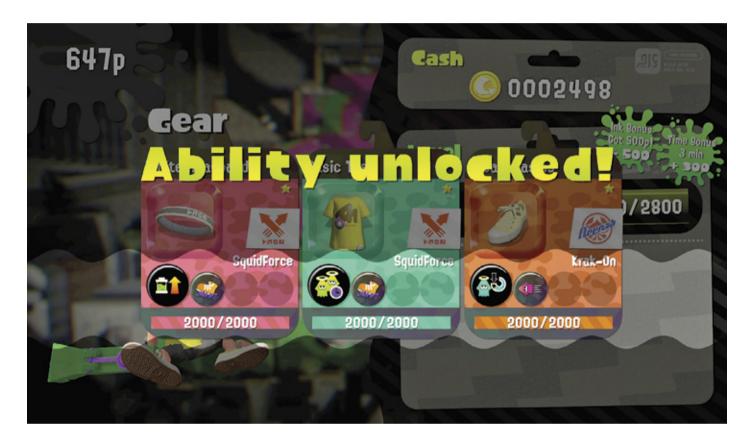




Abilities

How Main and Sub Abilities Work

Before diving into clothing, shoes, and headgear, it's important to understand the fundamentals of the abilities associated with these items. Each piece of gear worn by your Inkling has one main ability attached to it. Gear items also have up to three sub ability slots—sub abilities are earned by accruing BP, after which a random sub ability is assigned to the item. Main abilities are three times as potent as sub abilities, so when choosing gear, focus on the main ability, and think of the sub abilities as nice bonuses. Main and sub abilities work together, applying a variety of benefits to your Inkling during Ink Battles. Here's a complete listing of all abilities, as well as an explanation of how they function in the game.



Clothing, shoes, and headgear items each feature a fixed main ability and up to three sub abilities. Once you've earned enough BP, a sub ability slot is unlocked and a random ability is applied. This occurs immediately following matches.

REROLLING WITH MURCH



If you're not satisfied with an item's randomized sub abilities, speak with Murch in the Square. For the price of one Super Sea Snail, Murch lets you reroll the sub abilities on a piece of gear. Remember, all sub ability slots will be rerolled—you can't reroll one slot at a time. Alternatively, you can scrub all sub abilities, which allows you to accrue new ones naturally through the course of Ink Battles. When rerolling or scrubbing, the wiped sub abilities are given back to you as ability chunks.





Ink Saver (Main)



Description: Decreases amount of ink consumed by your main weapon.

Ink Saver (Main) decreases the ink usage of your main weapon by up to 60% of its normal usage. For example, a weapon that can normally fire continuously for 17 seconds becomes able to fire for just over 27 seconds. This is useful when using roller-based weapons; the ability increases the distance you can roll before refilling your Ink Tank. Generally, the ability is great in Turf War, allowing you to spread more ink with fewer interruptions.





Ink Saver (Sub)



Description: Decreases amount of ink consumed by your sub weapon.

This ability decreases the ink usage of your sub weapon by up to 75% of its normal usage. The sub weapon's revised ink usage is indicated by a red arrow icon on your character's Ink Tank. This allows you to deploy sub weapons, like Splat Bombs and Burst Bombs, with greater frequency.







Description: Increases Ink Tank refill rate.

Ink Recovery Up increases your Ink Tank's refill rate while standing, walking, or swimming through your own ink. This ability comes in handy when equipping weapons with high ink consumption, like the Luna Blaster or Dynamo Roller. As usual, your Ink Tank will refill much faster while in squid form, so make a habit of swimming through your ink to enhance the benefits of this ability.







Description: Increases movement speed in Inkling form.

Run Speed Up increases your movement speed by up to 50% when in Inkling form. This affects movement while running and also while firing your weapon. It does not affect rolling speed with roller-type weapons. Still, this is one of the more effective abilities, particularly when you're rushing objectives like Splat Zones during the opening moments of a match.





Swim Speed Up



Description: Increases movement speed in squid form.

This ability increases squid form movement by up to 25%. Like Run Speed Up, Swim Speed Up comes in handy during those opening moments in a match when you're pushing toward a stage's center. It can help you reach objectives or contested areas before your opponents. The ability can also be a lifesaver when escaping attacks.





Abilities
Special Charge Up



Description: Increases Special Gauge fill rate.

Special Charge Up increases the rate at which the Special Gauge fills by up to 30%, allowing for more frequent deployment of specials. But you still need to spread ink to fill that gauge. This makes the ability most effective in Turf War, where you're already tasked with spreading ink.





Description: Reduces Special Gauge decrease after getting splatted.

Every time you get splatted, your Special Gauge incurs a penalty, causing it to drop significantly and delaying the deployment of your special. The Special Saver ability reduces this penalty, allowing you to maintain a greater percentage of your filled gauge upon respawning. While you still incur a penalty for getting splatted, it's not as harsh.





Special Power Up



Description: Improves the effectiveness of your special weapon.

This ability affects specials in various ways. For most specials, including lnk Armor, lnkjet, Baller, and the Bomb Launchers, the duration is increased, allowing you to use these specials longer. For Tenta Missiles, the aiming reticle is enlarged, making it easier to target more opponents. Splashdown's damage output at the edges is increased.







Description: Reduces spawn time after getting splatted repeatedly without splatting any opponents.

Quick Respawn has undergone some changes. Now you only get the benefit of a reduced respawn time if you've been splatted multiple times without splatting opponents. Normally, watching the Kill Cam takes six seconds, followed by a three-second respawn animation, for a combined nine-second respawn time. This ability reduces the Kill Cam portion of the respawn process. With Quick Respawn, the Kill Cam portion is reduced to four seconds, for a seven-second respawn time.





Quick Super Jump



Description: Increases Super Jump speed.

Quick Super Jump increases your Super Jump speed by up to double the normal rate, allowing for quicker deployment when jumping to teammates or Squid Beakons. This gives opponents less time to stage an ambush.





Abilities

Sub Power Up



Description: Increases sub weapon proficiency.

This ability allows you to toss sub weapons farther, which is particularly handy if you're carrying a short-range main weapon. This is most effective for loadouts that include Splat Bombs, Burst Bombs, or Suction Bombs. Other sub weapons don't really benefit from increased throw distance.







Description: Reduces damage taken and slowing effect when walking through enemy ink.

Normally, standing in enemy ink causes your Inkling to take damage. Movement speed is also reduced, affecting your ability to jump higher and farther. Ink Resistance Up reduces the amount of damage you take while increasing your speed while moving through enemy ink. This provides a slight improvement to mobility and health when standing in enemy ink. The ability is very effective when playing ranked matches, as you're likely to encounter plenty of enemy ink when pushing objectives in Splat Zones, Tower Control, and Rainmaker.





Abilities

Bomb Defense Up



Description: Reduces damage taken via explosions from sub weapons or special weapons.

Consider equipping gear with this ability to reduce the damage incurred from explosive attacks. Note that, while this ability reduces the damage of bomb explosions, players can still be splatted in one shot by Splat Bombs, Curling Bombs, Suction Bombs, and Autobombs.





Cold-Blooded



Description: Decreases active time of opponent Point Sensors and other items that reveal locations.

Point Sensors are sub weapons capable of tracking your movements for as long as 10 seconds. Ink Mines can also track your movements if you're caught in their blast radius. When you're tracked by these devices, the entire opposing team can see where you are, which puts you at risk. This ability reduces the duration of the tracking effect.





Opening Gambit



Description: Boosts your speed in both Inkling and squid form for the first 30 seconds of a battle.

Opening Gambit increases the Run Speed Up and Swim Speed Up parameters for the first 30 seconds of a match, allowing you to move much faster. This is ideal for reaching objectives and contested chokepoints before your opponents during the match's opening moments. This ability is restricted to headgear.







Description: Boosts ink-recovery rate and weapon ink efficiency for the last 30 seconds of a battle.

This ability gives you a significant boost during the final seconds of each match, increasing Ink Saver (Main), Ink Saver (Sub), and Ink Recovery Up parameters. This makes you less likely to run out of ink, ideal for aggressive last-second pushes during Turf War. This ability is restricted to headgear.







Description: Fills Special Gauge automatically if your team has fewer active players than the enemy.

Tenacity fills your Special Gauge automatically if your team has more inactive players than the enemy team. A player is flagged as inactive while waiting to respawn—inactive players are shown at the top of the screen, represented by squids with X shapes over their eyes. The more inactive players your team has, in comparison to the opposing team, the faster your Special Gauge fills. This ability is restricted to headgeary





Abilities Comeback



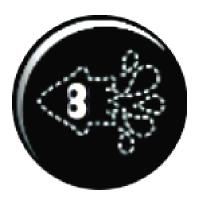
Description: Boosts some of your abilities for a short time after respawning.

Comeback increases Ink Saver (Main), Ink Saver (Sub), Ink Recovery Up, Run Speed Up, and Swim Speed Up parameters for 20 seconds after respawning. The decreased ink consumption and increased speed bonuses make you a formidable threat when charging out of your spawn point or Super Jumping to a contested area on the stage. This ability is restricted to headgear.





Abilities
Ninja Squid



Description: Leave no trace when swimming in inked ground, though swim speed is slightly reduced.

With Ninja Squid equipped, you leave no trace while swimming on horizontal surfaces and ramps in squid form. However, you're still visible while swimming on vertical walls. The reduction in swim speed is negligible. This ability is perfect for sneaking up on opponents or making stealthy escapes. It's a favorite of roller-equipped players seeking to perform sneaky melee splats. This ability is restricted to clothes.





Abilities Haunt



Description: Reveals the position of the player who splatted you, once you've respawned.

Haunt marks the opponent who defeated you with a position-tracking mark for 12 seconds. This mark can be seen by you and your entire team, similar to Point Sensor. If you're the type of player who holds a grudge, Haunt is a great way to get your revenge. This ability is restricted to clothes.







Description: Allows you to track distant players hit with shots from your main weapon.

Thermal Ink lets you track opponents by shooting them with your ink—the target can be seen even when moving behind cover. This ability functions similarly to the Sting Ray, allowing you to tag enemies through solid walls and making it easier to stage ambushes. This effect is only visible when engaging distant enemies, so don't bother equipping Thermal Ink unless you're using a long-range weapon like a charger or the Jet Squelcher. This ability is restricted to clothes.







Description: Increases respawn time and Special Gauge spawn penalty for you and any player who splats you.

Think twice before equipping gear with this ability, since it affects you as well as your opponents. When splatted, you and your attacker both incur respawn penalties, increasing the time it takes to get back in the action. You also receive a more severe reduction in your Special Gauge when you respawn. If you're continually getting splatted by the opposing team, this ability can pay off, assuming you're willing to accept these penalties. This ability is restricted to clothes.





Ability Doubler



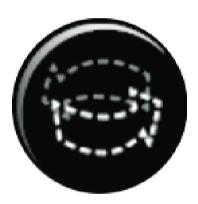
Description: Doubles the effect of other gear abilities attached to this gear.

This excellent ability doubles the effectiveness of the Splatfest Tee's sub abilities. Keep in mind that Ability Doubler is only available as the main ability on the Splatfest Tee, and it only affects the sub abilities that unlock on the Splatfest Tee. No other piece of gear has this ability, and it cannot be rolled as a sub ability.





Stealth Jump



Description: Hides your Super Jump landing point at longer distances.

Normally when you perform a Super Jump, a marker appears on the ground where you're about to land, visible to all players, including opponents. Stealth Jump hides this landing-point marker from opponents who are farther away (any opponent right next to your intended jump spot can still see the landing point). Your Super Jump speed is slightly reduced, but the decrease is negligible. Consider pairing this ability with Quick Super Jump to offset the reduction in jump speed. This ability is restricted to shoes.





Object Shredder



Description: Increases damage dealt to all targets that are not players.

When this ability is equipped, you inflict increased damage to enemy Sprinklers, Squid Beakons, and Splash Walls. This allows you to eliminate these objects quickly, making them less of a nuisance. Object Shredder is also effective when engaging specials like the Baller and Ink Armor. During Ranked and League matches, quickly pop the Rainmaker's bubble. This ability is restricted to shoes.





Drop Roller



Description: Tilting the L Stick during a Super Jump allows you to perform a forward or sideways roll when you land.

Are you paranoid about getting splatted immediately following a Super Jump? Consider equipping gear with this ability to perform an evasive dodge roll upon landing. This won't necessarily deter enemy ambushes, but it gives you a fighting chance. You must hold the L Stick in the direction you wish to roll during the Super Jump to perform This maneuver. Note that it only works when holding forward, to the sides, and the angles in between. This ability is restricted to shoes.





Think of the clothing, shoes, and headgear worn by your Inkling as armor. Each equipped piece of gear grants your Inkling one main ability and as many as three sub abilities. If completely outfitted with clothing, shoes, and headgear, your character can potentially go into Ink Battles benefitting from three main abilities and nine sub abilities. This array of abilities, all working together, improves your performance in various ways. When shopping for gear, instead of seeking the best-looking outfit, pay close attention to the main ability and rarity—these should be the two major criteria you consider when purchasing and equipping gear.



You must reach Level 4 before any merchants agree to sell you new gear. Get busy and rank up by playing Ink Battles!

Shops: New Stock

Unlike Ammo Knights, the gear shops change their stock each day. Their available stock is based on your level. However, the only thing level affects is the rarity of the equipment available. The higher your level, the better the chance of rarer gear appearing. Be sure to check back every day to see what each shop has to offer.



Main Ability: Each piece of gear has one main ability. The main ability is three times as potent as a sub ability. Main abilities are static and cannot be changed.

Rarity: The rarity of the gear ranges from one to three stars, with one star being the most common and three stars being the rarest. The rarity of gear directly correlates with the number of unlocked sub ability slots it starts with: one-star gear gets only one sub ability slot, two-star gear gets two slots, and three-star gear gets three slots. The rarity also determines the amount of BP needed to unlock each new sub ability—the higher the rarity, the more BP is required to level up the gear.

© Brand: An item's brand can influence which sub abilities are assigned. Read up on brands in the following section for more information.

Sub Abilities: Gear can have up to three sub abilities (number determined by rarity), which are randomly assigned by accruing BP. BP is awarded at the end of each match. If enough BP is earned to unlock a sub ability, the ability is randomized and added to the gear. These abilities are far less powerful than the main ability, but every little bit helps, right? Plus, you can have up to nine of these sub abilities.

Special Thanks

We'd like to extend a special thanks to Gary Meads, Grant Brownlee, Douglas Lynn, and Dex Hipple, from product testing, for sharing their time and expertise.





Brands

Gear

All clothing, shoes, and headgear are manufactured by different brands. Each brand features two weighted abilities: a common ability and an uncommon ability. The common ability is five times more likely to appear as a sub ability for that brand when compared to other brands. For example, Ink Saver (Main) is five times more likely to appear on Splash Mob-branded gear, compared to every other brand. The uncommon ability is half as likely to appear as a sub ability for that brand when compared to other brands. For example, Swim Speed Up is half as likely to appear on Rockenberg-branded gear, compared to every other brand. Cuttlegear and amiibo-branded equipment don't have common or uncommon abilities; every ability has an equal chance of appearing on these items. If you're attempting to roll specific sub abilities for your gear, pay close attention to the brand—this helps determine the likelihood of rolling the sub abilities you want.



In addition to an item's rarity, pay close attention to its brand, especially if you want certain sub abilities.

Brand W	eights		
Brand	Name	Common Ability (5X)	Uncommon Ability (½X)
: 0;	amiibo	_	_
	Annaki	Cold-Blooded	Special Saver
	Cuttlegear	_	_
CAST NOTICE TO SERVICE	Enperry	Sub Power Up	Ink Resistance Up
A	Firefin	Ink Saver (Sub)	Ink Recovery Up
9	Forge	Special Power Up	Ink Saver (Sub)
	Inkline	Bomb Defense Up	Cold-Blooded
	Krak-On	Swim Speed Up	Bomb Defense Up
SAKOL PU	Rockenberg	Run Speed Up	Swim Speed Up
	Skalop	Quick Respawn	Special Saver
GUIN	Splash Mob	Ink Saver (Main)	Run Speed Up
-лов	SquidForce	Ink Resistance Up	Ink Saver (Main)
	Takoroka	Special Charge Up	Special Power Up
6-0 ,	Tentatek	Ink Recovery Up	Quick Super Jump
te	Toni Kensa	Cold-Blooded	Sub Power Up
\$\$	Zekko	Special Saver	Special Charge Up
IBYOIC	Zink	Quick Super Jump	Quick Respawn

Gear Clothing clothing 9610599 Sailor-Stripe Tee Splash Mob CILIN Run Speed Up 700 ZL Info **G** 9000 Leave Shop Visit Jelfonzo at Ye Olde Cloth Shoppe to see what clothing he has in stock. Check back every day to discover what new items are available. Ye Olde Cloth Shoppe Inventory **Main Ability Brand** Cost Rarity **Name** Basic Tee Quick Respawn SquidForce White Tee Ink Saver (Sub) SquidForce 400 Black Squideye Run Speed Up Tentatek 500 00, Black Tee Special Power Up SquidForce 400 00 Krak-On Sunny-Day Tee Special Charge Up 300 00, Fugu Tee Swim Speed Up Firefin 750 00 Mint Tee 400 Bomb Defense Up Skalop Ink Saver (Main) Red Vector Tee Takoroka 500 Inkline Blue Peaks Tee Ink Saver (Sub) 400 Sailor-Stripe Tee Run Speed Up Splash Mob 700 White 8-Bit FishFry Sub Power Up Firefin 800 White Anchor Tee Ninja Squid SquidForce 2,800 Black V-Neck Tee Thermal Ink SquidForce 3,800 White Deca Logo Tee Ink Resistance Up Zink 1,200 Half-Sleeve Sweater Ink Saver (Sub) Toni Kensa 4,100 King Jersey Respawn Punisher Enperry 3,100 Firefin 800 Gray 8-Bit FishFry Special Charge Up 90, White V-Neck Tee Special Saver SquidForce 3,800 White Urchin Rock Tee Ink Saver (Main) Rockenberg 850 Black Urchin Rock Tee Ink Recovery Up 850 Rockenberg Wet Floor Band Tee Swim Speed Up Rockenberg 900 Ink Resistance Up Squid Squad Band Tee Rockenberg 900 Ink Saver (Main) Navy Deca Logo Tee Zink 1,200 Krak-On Mister Shrug Tee Ink Resistance Up 9,200 Chirpy Chips Band Tee Rockenberg 900 Cold-Blooded Hightide Era Band Tee Thermal Ink Rockenberg 900 Black LS Quick Super Jump Zekko 3,000 Purple Camo LS Sub Power Up Takoroka 600 00 Splash Mob 1,050 Navy Striped LS Ink Recovery Up Zekko Baseball LS Bomb Defense Up Zekko 800 White Baseball LS Quick Super Jump Rockenberg 800 00 Pink Easy-Stripe Shirt 3,800 Quick Super Jump Splash Mob Cold-Blooded Zink 1,250 Inkopolis Squaps Jersey 5,500 Thermal Ink Annaki Annaki Drive Tee Lime Easy-Stripe Shirt Ink Resistance Up Splash Mob 3,800 Annaki Evolution Tee Respawn Punisher Annaki 8,800 Yellow Layered LS SquidForce Quick Super Jump 500 Zink Layered LS Respawn Punisher Zink 600 Layered Anchor LS Run Speed Up SquidForce 4,000 1,400 Choco Layered LS Ink Saver (Sub) Takoroka Layered Vector LS **Special Saver** Takoroka 1,200 Green Tee **Special Saver** Forge 1,200 Red Tentatek Tee Swim Speed Up Tentatek 3,100 Blue Tentatek Tee Quick Respawn Tentatek 3,100 Shrimp-Pink Polo Ninja Squid Splash Mob 550 Cycle King Jersey Bomb Defense Up Tentatek 8,900 ره وي 1,800 Slipstream United Bomb Defense Up Takoroka FC Albacore 1,200 Respawn Punisher Takoroka 3,900 Berry Ski Jacket Special Power Up Inkline Ink Saver (Sub) Zekko Varsity Jacket 11,500 Sub Power Up Black Inky Rider Rockenberg 12,100 White Inky Rider Special Power Up Rockenberg 12,800 Blue Sailor Suit Sub Power Up Forge 11,000 9,200 Squid Satin Jacket Quick Respawn Zekko Chilly Mountain Coat 7,900 Swim Speed Up Inkline Takoroka Windcrusher Cold-Blooded Takoroka 8,500 Matcha Down Jacket 9,100 Ninja Squid Inkline FA-01 Jacket Ink Recovery Up Forge 10,100 **10 67** FA-01 Reversed **Quick Super Jump** Forge 10,100 Pullover Coat 13,200 Thermal Ink Toni Kensa 10,400 Birded Corduroy Jacket Run Speed Up Zekko Zekko Redleaf Coat Haunt Zekko 2,600 Inkline Eggplant Mountain Coat **Special Saver** 7,600 Zekko Jade Coat Respawn Punisher Zekko 3,600 B-ball Jersey (Away) Ink Saver (Sub) Zink 800 White King Tank Haunt Enperry 600 Slash King Tank Thermal Ink 450 Enperry 600 Navy King Tank Ink Resistance Up Enperry Retro Sweat Bomb Defense Up SquidForce 9,000 Reel Sweat Special Power Up Zekko 900 00 **Anchor Sweat** Cold-Blooded SquidForce 2,800 Negative Longcuff Sweater Haunt Toni Kensa 11,800 Short Knit Layers Ink Saver (Main) Toni Kensa 9,850 10,800 Positive Longcuff Sweater Swim Speed Up Toni Kensa Green-Check Shirt Sub Power Up Zekko 2,000 Zink **Urchins Jersey** Run Speed Up 700 Baby-Jelly Shirt Bomb Defense Up Splash Mob 1,350 Vintage Check Shirt Haunt Rockenberg 9,000 Logo Aloha Shirt Ink Recovery Up Zekko 2,900 Shirt & Tie Special Saver Splash Mob 8,400 Hula Punk Shirt Ink Saver (Main) Annaki 5,000 Octobowler Shirt Ink Saver (Main) Krak-On 2,100 Inkfall Shirt Special Charge Up Toni Kensa 4,900 Crimson Parashooter Special Charge Up Annaki 9,200 Cold-Blooded Baby-Jelly Shirt & Tie Splash Mob 3,800 Prune Parashooter Ninja Squid Annaki 7,800 Dark Urban Vest Cold-Blooded 10,000 Firefin Yellow Urban Vest 4,100 Haunt Firefin Camo Zip Hoodie 9,000 Quick Respawn Firefin Zekko Hoodie Ninja Squid 2,800 Zekko Shirt with Blue Hoodie Special Power Up Splash Mob 2,900 Enperry Grape Hoodie Quick Respawn 1,100 Gray Hoodie Sub Power Up Skalop 1,900 School Uniform Ink Recovery Up amiibo Samurai Jacket Special Charge Up amiibo Power Armor Quick Respawn amiibo School Cardigan Run Speed Up amiibo **Special Saver** amiibo Squinja Suit Power Armor Mk I Ink Resistance Up amiibo Splatfest Tee **Ability Doubler** SquidForce Hero Jacket Replica Swim Speed Up Cuttlegear Special Charge Up Armor Jacket Replica Cuttlegear

Hero Hoodie Replica

Ink Recovery Up

Cuttlegear



Gear

Headgear

Eraymond
YOUR MACNIFISHENCE!

Flow each day to see what new items she has in stock.

Hickory Work Cap Krak-On Special Power Up S 8700 ZL Info Leave Shop

Flow, at Headspace, sells a variety of hats and other headgear. As with the other gear shops, check in with

IHEL/IHEF

Headgear

9601599

Gear	Name	Main Ability	Brand	Cost	Rarity
	White Headband	Ink Recovery Up	SquidForce	_	
<u></u>	Urchins Cap	Sub Power Up	Skalop	600	
	Lightweight Cap	Swim Speed Up	Inkline	800	٥٠٠
#00	Takoroka Mesh	Bomb Defense Up	Takoroka	400	
	Squidvader Cap	Special Charge Up	Skalop	1,300	
frois	Camo Mesh	Swim Speed Up	Firefin	1,400	
4	Five-Panel Cap	Comeback	Zekko	1,800	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
	Backwards Cap	Quick Respawn	Zekko	700	
<u> </u>	Cycle King Cap	Bomb Defense Up	Tentatek	2,400	
4	King Flip Mesh	Run Speed Up	Enperry	3,200	
	Hickory Work Cap	Special Power Up	Krak-On	8,700	,,,,,
	Jellyvader Cap	Ink Saver (Sub)	Skalop	10,000	
å	Bobble Hat	Quick Super Jump	Splash Mob	2,000	رون رون
	Striped Beanie	Opening Gambit	Splash Mob	900	
	Special Forces Beret	Opening Gambit	Forge	9,700	,,,,
tota-	Knitted Hat	Ink Resistance Up	Firefin	1,400	
	Annaki Beret	Ink Resistance Up	Annaki	11,500	, o o,
6 9 ^	Retro Specs	Quick Respawn	Splash Mob	500	
&	Pilot Goggles	Sub Power Up	Forge	5,500	ره وي
6 ₆	Tinted Shades	Last-Ditch Effort	Zekko	350	
5	Snorkel Mask	Ink Saver (Sub)	Forge	3,000	,,,,
0 0	Fake Contacts	Special Charge Up	Tentatek	2,000	
Ŷ œ ∕	18K Aviators	Last-Ditch Effort	Rockenberg	12,000	,,,,
5	Half-Rim Glasses	Special Power Up	Splash Mob	4,100	
-	Safari Hat	Last-Ditch Effort	Forge	2,300	00,
\rightarrow	Camping Hat	Special Power Up	Inkline	800	
	Blowfish Bell Hat	Ink Recovery Up	Firefin	850	00
~	Bamboo Hat	Ink Saver (Main)	Inkline	2,200	
<u></u>	Straw Boater	Quick Super Jump	Skalop	550	
	Bucket Hat	Special Saver	SquidForce	400	
	Patched Hat	Cold-Blooded	Skalop	3,600	

\$ 9 ^	Retro Specs	Quick Respawn	Splash Mob	500	
•	Pilot Goggles	Sub Power Up	Forge	5,500	
6	Tinted Shades	Last-Ditch Effort	Zekko	350	<u></u>
6	Snorkel Mask	Ink Saver (Sub)	Forge	3,000	ره وي
٥٥	Fake Contacts	Special Charge Up	Tentatek	2,000	
ũ g ∕	18K Aviators	Last-Ditch Effort	Rockenberg	12,000	(0 0) (0 0)
50°	Half-Rim Glasses	Special Power Up	Splash Mob	4,100	
*	Safari Hat	Last-Ditch Effort	Forge	2,300	, oo,
\rightarrow	Camping Hat	Special Power Up	Inkline	800	
	Blowfish Bell Hat	Ink Recovery Up	Firefin	850	, ,,
~	Bamboo Hat	Ink Saver (Main)	Inkline	2,200	
٥	Straw Boater	Quick Super Jump	Skalop	550	
	Bucket Hat	Special Saver	SquidForce	400	•
	Patched Hat	Cold-Blooded	Skalop	3,600	, o,
A	Studio Headphones	Ink Saver (Main)	Forge	2,800	
C	Noise Cancelers	Quick Respawn	Forge	9,200	, o o,
P 2	Squidfin Hook Cans	Ink Resistance Up	Forge	3,800	
(m)	FishFry Visor	Special Charge Up	Firefin	500	,,,
	Sun Visor	Sub Power Up	Tentatek	2,600	
•	Takoroka Visor	Quick Super Jump	Takoroka	7,500	(0 0) (0 0)
@	Bike Helmet	Ink Recovery Up	Skalop	4,800	
\(\rightarrow\)	Visor Skate Helmet	Last-Ditch Effort	Skalop	8,000	60°
6	MTB Helmet	Tenacity	Zekko	10,500	
	Hockey Helmet	Cold-Blooded	Forge	9,900	60 07 60 07
3	Paintball Mask	Comeback	Forge	10,000	
9	Skull Bandana	Special Saver	Forge	7,800	60°
₩.	Painter's Mask	Cold-Blooded	SquidForce	4,500	
\smile	Annaki Mask	Opening Gambit	Annaki	3,600	60°
	Squid Facemask	Ink Saver (Main)	SquidForce	300	
***	Firefin Facemask	Run Speed Up	Firefin	650	
	King Facemask	Ink Saver (Sub)	Enperry	500	

400

300

3,000

Zink

Tentatek

Tentatek

amiibo

amiibo

amiibo

amiibo

amiibo

amiibo

Cuttlegear

Cuttlegear

Cuttlegear

Squash Headband

Tennis Headband

Soccer Headband

Squid Hairclip

Samurai Helmet

Power Mask

Squid Clip-Ons

Squinja Mask

Power Mask Mk I

Hero Headset Replica

Armor Helmet Replica

Hero Headphones Replica

Special Saver

Comeback

Tenacity

Swim Speed Up

Quick Super Jump

Bomb Defense Up

Opening Gambit

Quick Respawn

Ink Resistance Up

Run Speed Up

Tenacity

Quick Respawn

Gear **Shoes** 9579999 **White Seahorses** Zink Ink Recovery Up ZL Info Leave Shop Bisk, over at Shella Fresh, has plenty of footwear to choose from. Stock is rotated daily, so don't forget to stop by the shop—you just might find that perfect pair you've been waiting for. **Shella Fresh Inventory** Name **Main Ability** Cost Rarity **Brand Cream Basics Special Saver** Krak-On White Seahorses Ink Recovery Up Zink 600 8,700 **Strapping Whites** Ink Saver (Sub) Splash Mob Ink Resistance Up **Strapping Reds** Splash Mob 1,400 99, Takoroka **LE Soccer Shoes** 7,500 Ink Resistance Up

Sunny Climbing Shoes Special Saver Inkline 3,200

Birch Climbing Shoes Special Charge Up Inkline 1,200 Red Hi-Horses Zink 800 Ink Saver (Main)

1,000 Purple Hi-Horses Special Power Up Zink

Hunter Hi-Tops Ink Recovery Up Krak-On 500

Zink

Splash Mob

Zink

Zink

Splash Mob

Tentatek

Tentatek

Takoroka

Enperry

Enperry

Tentatek

Takoroka

Tentatek

Takoroka

Tentatek

Tentatek

Takoroka

Tentatek

Tentatek

Tentatek

Toni Kensa

Tentatek

Krak-On

Krak-On

Inkline

Zekko

Inkline

Krak-On

Krak-On

Inkline

Inkline

Rockenberg

Rockenberg

Inkline

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Splash Mob

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Krak-On

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4,800

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8,800

700

2,000

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Run Speed Up

Ink Recovery Up

Drop Roller

Cold-Blooded

Stealth Jump

Swim Speed Up

Special Charge Up

Drop Roller

Special Charge Up

Quick Super Jump

Bomb Defense Up

Special Saver

Sub Power Up

Ink Saver (Main)

Ink Resistance Up

Run Speed Up

Stealth Jump

Quick Respawn

Quick Super Jump

Cold-Blooded

Drop Roller

Special Power Up

Run Speed Up

Quick Respawn

Sub Power Up

Object Shredder

Swim Speed Up

Ink Saver (Sub)

Object Shredder

Ink Recovery Up

Ink Resistance Up

Quick Respawn

Ink Resistance Up

Run Speed Up

Special Charge Up

Bomb Defense Up

Cold-Blooded

Sub Power Up

Swim Speed Up

Stealth Jump

Bomb Defense Up

Special Power Up

Object Shredder

Ink Saver (Sub)

Special Power Up

Ink Saver (Main)

Cold-Blooded

Swim Speed Up

Bomb Defense Up

Quick Super Jump

Ink Saver (Main)

Ink Saver (Sub)

Gold Hi-Horses

Mawcasins

Mint Dakroniks

Black Dakroniks

Piranha Moccasins

White Norimaki 750s

Black Norimaki 750s

Sunset Orca Hi-Tops

Red & Black Squidkid IV

Blue & Black Squidkid IV

Gray Sea-Slug Hi-Tops

Orca Hi-Tops

Pink Trainers

Orange Arrows

Neon Sea Slugs

Purple Sea Slugs

Crazy Arrows

Black Trainers

Canary Trainers

Arrow Pull-Ons

Red-Mesh Sneakers

Oyster Clogs

Choco Clogs

Neon Delta Straps

Black Flip-Flops

Snow Delta Straps

Blueberry Casuals

Plum Casuals

Trail Boots

Pro Trail Boots

Moto Boots

Blue Moto Boots

Acerola Rain Boots

Punk Whites

Hunting Boots

Punk Blacks

Blue Slip-Ons

White Kicks

Cherry Kicks

Roasted Brogues

Kid Clams

Smoky Wingtips

School Shoes

Samurai Shoes

Power Boots

Fringed Loafers

Squinja Boots

Power Boots Mk I

Hero Runner Replicas

Armor Boot Replicas

Hero Snowboots Replicas

Yellow-Mesh Sneakers

Gear



Tester Loadouts

secrets. Here are some sample loadouts for different types of playstyles. Use these weapon/ability combinations to get the upper hand in any Ink Battle. Of course, these are just a few ideas. Feel free to experiment with the vast selection of weapons and abilities to create your own favorite loadouts.

Need some help choosing your weapons and gear? The game's testers have been kind enough to let you in on a few of their

Short-Range Combat



Recommended Abilities:

Ninja Squid

Swim Speed Up

Ink Saver (Main)

to Ninja Squid. The Luna Blaster is a thirsty weapon, so use Ink Saver (Main) to help manage its rapid ink consumption. **Mid-Range Combat**

If you like scoring one-shot splats, the Luna Blaster is tough to beat. But this high-damage weapon has ridiculously limited range—even some rollers have better reach—requiring you to get close to opponents, preferably when they're not looking. Ninja Squid allows you to swim forward without being spotted. Swim Speed Up helps offset the slower swim speed attributed



Ink Resistance Up

Recommended Abilities:

Ink Saver (Main)

The N-Zap '85 is one of the most versatile rapid-fire weapons, making it a solid choice for mid-range gameplay, ideal for splatting opponents or spreading ink. Equip Ink Saver (Main) to improve the weapon's already impressively low ink

Ninja Squid

Long-Range Combat

consumption. The Ink Resistance Up ability is also useful, increasing your mobility while you're stuck in enemy ink. Of course,

Ninja Squid is always advantageous, particularly when you're performing sneaky flanking maneuvers.



Ink Saver (Main)

Ink Recovery Up

Recommended Abilities:

Thermal Ink

Sporting nearly the same range as the Splat Charger, the Jet Squelcher is a good option when you want to engage at long range without sacrificing rapid fire. The new Thermal Ink ability comes in handy for this loadout—when hitting an opponent, you continue to see them even as they move behind a wall or other piece of cover. This allows you to anticipate their

rapid fire.

Turf War

movements and line up shots with greater ease. Ink Saver (Main) and Ink Recovery Up help you deal with the Jet Squelcher's high ink consumption. The Splattershot Pro and Heavy Splatling are good alternatives when seeking long-range weapons with

Recommended Abilities:

Run Speed Up

Swim Speed Up

Special Charge Up

turn, allows you to spread more ink.

Recommended Weapon: Rapid Blaster

Recommended Abilities:

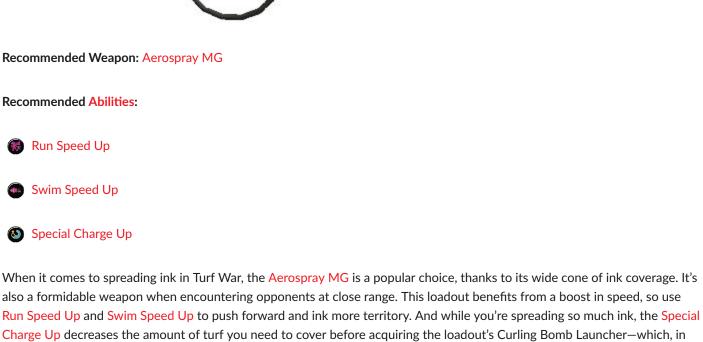
Ink Saver (Main)

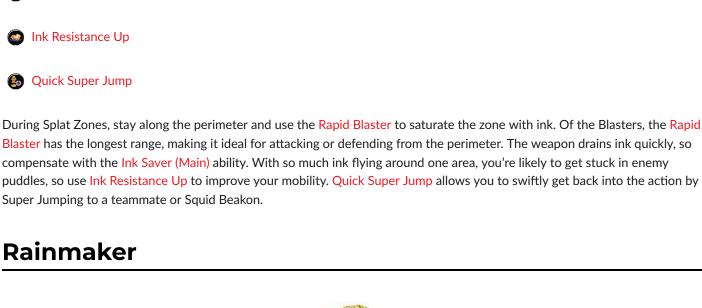
Ink Resistance Up

Quick Super Jump

Rainmaker

Splat Zones





Recommended Weapon: Aerospray RG

It's easiest to pop the Rainmaker's bubble with a rapid-firing weapon. The two Aerospray variants have the highest rates of fire,

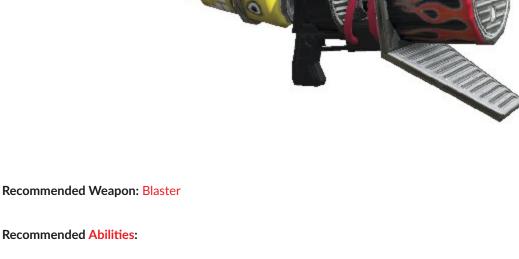
Recommended Abilities:

Bomb Defense Up

Run Speed Up

Swim Speed Up

making them good choices for securing this super weapon at the start of a round. The Aerospray is also a good option for flanking. Expect plenty of bombs to fly in Rainmaker; use Bomb Defense Up to reduce incoming explosive damage. Run Speed Up and Swim Speed Up are other useful abilities to consider during this fast-paced game mode. **Tower Control**



Recommended Abilities: Bomb Defense Up

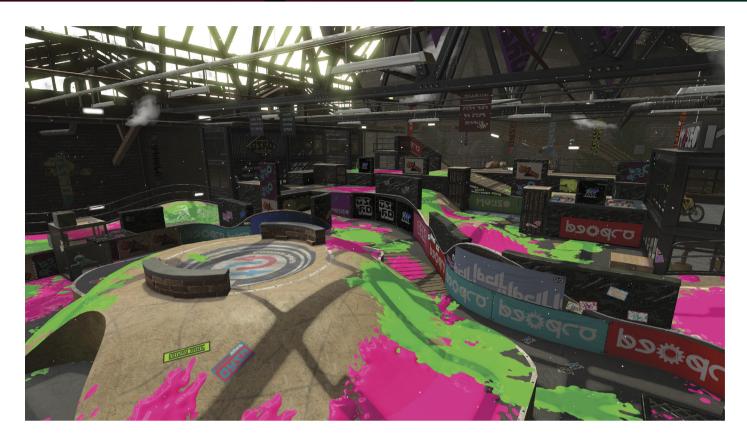
Quick Super Jump

Special Charge Up

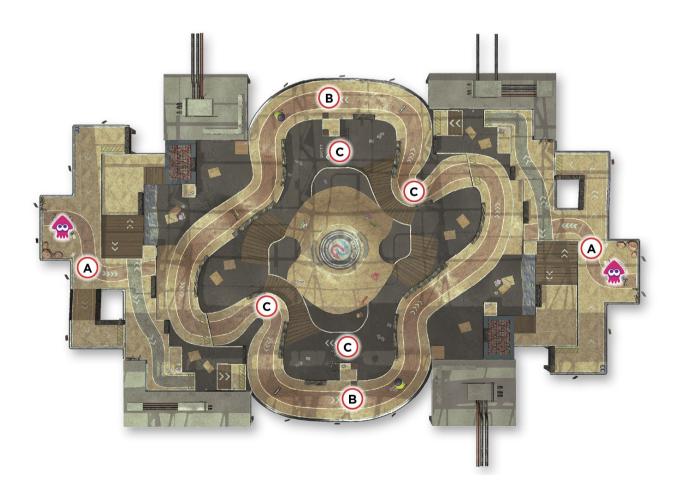
When you're defending in Tower Control, a good Blaster is essential for splatting opponents riding the tower. Tower riders tend to hide in their ink or behind the vertical post. By firing just above the tower, Blasters have the ability to rain down ink from above, splatting opponents regardless of where they're hiding. Since bombs are always flying in this mode, Bomb Defense Up is a worthwhile ability. Use Quick Super Jump for rapid response to the stage's center. When your team controls the tower, the Special Gauge fills at a faster rate. Special Charge Up increases the fill rate even more, ensuring you can access your special more frequently.







This off-road cycling track doubles as an arena during Ink Battles, presenting contestants with unique terrain. The arena features a series of inner and outer undulating tracks surrounding a central hill. Regardless of game mode, the hill in the middle of the arena is hotly contested, leading to some chaotic ink exchanges. Always look for flanking opportunities when approaching this hill, attacking from a direction your opponents aren't expecting. Each team maintains a large and fairly secure area around their spawn point, so don't overlook this area, particularly during Turf War matches, when ink coverage is all that matters.



Legend



Key Location



Spawn Point





A Safe Zones

The area surrounding each team's spawn point is very large—each side accounts for approximately 15% of the map. During Turf War matches, at least one player should focus on inking this area while the rest of the team pushes to the center. This area is largely off-limits to opponents due to the outer walls that can't be inked. Consider this area a safe zone, where you can engage opponents in the center without fear of being flanked. Opponents can still arc ink and bombs over the walls, so don't get too comfortable up here.



B Flanking Paths

While most activity is focused on the central hill, look for opportunities to flank. The outer perimeter tracks are a great way to get around the hill without exposing yourself to heavy fire and bombs. Given the width of the track, this is a good area to patrol with a roller, particularly during Turf War matches. Once you've moved to a flanking position, monitor activity on the hill and consider making a push to the top. Chances are, opponents positioned on the hill are looking in the direction of your team's spawn point—they're probably not expecting to come under attack from the side or rear.



© Perimeter Perches

Even if your team controls the center hill, sometimes it's easier to defend this hotspot from the perimeter. Fortunately, there's a number of elevated perches along the outer track that offer a great view of the map's center. When using a mid-to-long-range weapon, you can easily hit any opponents attempting to occupy the hill. Be mindful of getting flanked, as the outer track is likely to see a fair amount of traffic. Keep moving, constantly shifting from one perch to the next—stop at a perch long enough to inspect the hill before moving on.







Humpback Pump Track
Recommended Weapons



Aerospray MG

Due to the various turns and walls, there aren't many long sight lines on this map. Short-to-mid-range weapons, like the Aerospray MG, work well here, offering solid ink coverage and a high rate of fire, ideal for skirmishes on the center hill.



Blaster

When using a Blaster here, take cover behind a wall and lob ink skyward, allowing the ink to rain down on unsuspecting opponents. This is a sneaky way to attack the center hill from the inner track.



Curling Bomb

Due to the numerous ramps on this stage, the Curling Bomb is ideal for spreading ink and scoring sneak attacks. The undulating tracks make it difficult for opponents to see these bombs until it's too late.



Humpback Pump Track
Game Modes

Turf War



avoid getting splatted.

When occupying the hill, watch out for sharpshooters on the periphery. Be ready to swim behind the walls atop the hill to

reach this area, so once it's inked, it's relatively safe. Don't forget to ink the foam pit to the left of your spawn point—this offers a good view of the map.

• There's a lot of real-estate to ink in the center. Take control of the hill in the middle and ink the approaches. The

• Ink the safe zone near your team's spawn point, as it accounts for approximately 15% of the map. Opponents can't

- wooden walls on the humpback hill portion are inkable, so watch for opponents swimming up these walls.
 Use a roller to paint the perimeter paths and the safe zone while teammates push forward to engage the center of the
- hill. Avoid the inner track around the hill unless you're going for a flanking, stealth splat.

Splat Zones

Booyah!



Long-range weapons can provide cover from the side perches, but this is ultimately an in-your-face close-quarters

The Splat Zone is situated atop the central hill. Rush to the center as quickly as possible to claim the zone before the opposing

team. Once one team controls the zone, it can be difficult for the other team to capture—the hill is a highly defensible

- Prepare to rush the middle. Ink the interior walls leading to the Splat Zone and swim up the vertical surfaces instead of running up the ramps from the sides. This allows you to swim up into the zone, while taking cover behind the low walls
- Short-range weapons like the Splat Dualies and Octobrush can be really helpful here. The Splat Dualies in particular, because of their dodge roll ability.

Use the small jump platforms to move in and out of the Splat Zone. You can also ink the tops of the curved walls in the

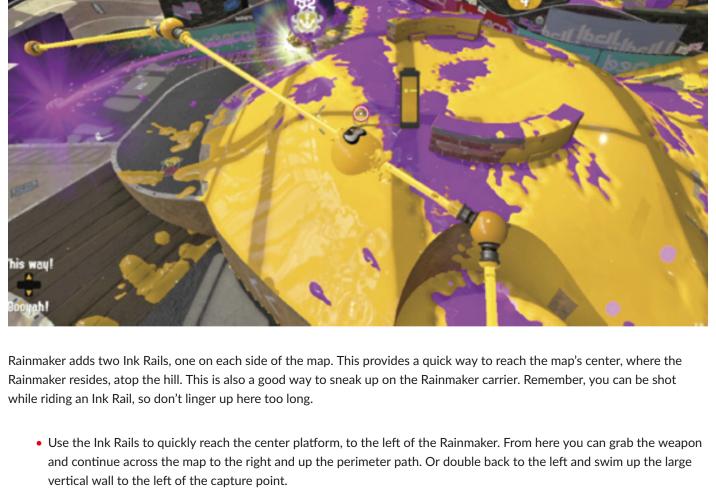
zone, allowing you to hide in your ink—opponents probably won't notice you here. Keep in mind that the entire Splat Zone is extremely vulnerable to incoming bombs, so be ready to move.

-

Rainmaker

battle.

atop the hill.



When carrying the Rainmaker, it's better to continue across to the right, as there are fewer turns and longer sight lines.
 Fire the Rainmaker all the way to the corner and swim after it; then turn left, fire at the capture point, and swim up. The

left-hand route, up the inkable wall, is shorter but requires more turns—this path is best utilized when you're

accompanied by an escort who can ink a path for you.

- Remember that you can jump off the lnk Rails at any point. Leap straight ahead for the Rainmaker at the first node.
 Watch where the Rainmaker carrier is firing—wait for the burst from the Rainmaker to explode, then toss a bomb at the impact point. If your timing is right, the Rainmaker carrier may swim directly into your bomb's blast radius.
- Tower Control



The tower is extremely vulnerable as it approaches the second checkpoint. If you're on defense, this is your opportunity to take

While it may seem like an excellent defensive position, the foam pit on the left, near the final capture point, is too far

back the tower-fire down on the tower riders, raining down ink and bombs. If the tower advances beyond this checkpoint, it's

away to be of much use. You're better off moving forward and attacking the tower as it stops at the preceding checkpoints.
The last checkpoint is low and can be walked onto by the defending team—this is a great spot for a Splash Wall.

Maintain the high ground and fire down onto the tower riders. Keep in mind that once this checkpoint is cleared, the

finish is just a second or two farther. Defend the last checkpoint with all your might!
This map is a tug-of-war atop the hill in the center without a lot of reason for finesse. Send scouts to ink the areas

around the checkpoints ahead to slow down the enemy approach.





S6/9/OZ

This posh, minimalist outdoor plaza is about to undergo a major transformation as ink starts flying, coating the grounds and art installations with bright, cheery colors. Ink Battles on this map tend to gravitate around the tower structure in the central plaza, but there are plenty of interesting and less-traveled areas to explore, like the side alleys and parks on the periphery. Always watch out for opponents on elevated perches, and be careful when crossing the various ramps, as they can't be inked.



Legend



Key Location



Spawn Point





Key Locations

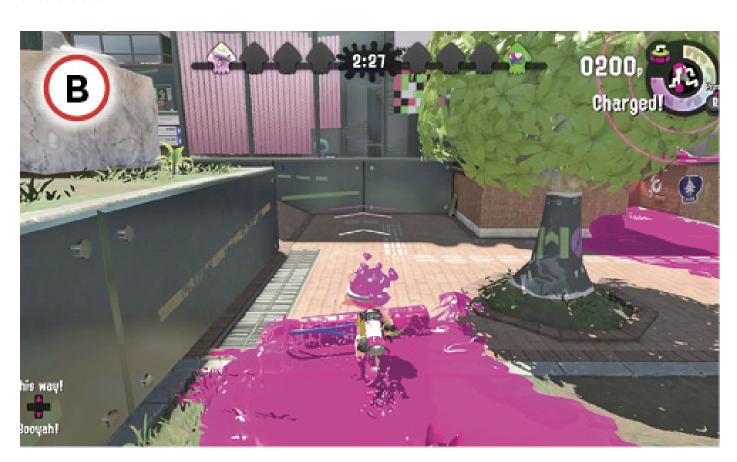
Central Tower

The tower structure in the central plaza is the focal point of most Ink Battles. As one of the highest spots on the map, it's a popular hangout for sharpshooters armed with charged weapons. But almost any weapon is effective from this vantage point rain down ink and look for opportunities to use the Splashdown and Tenta Missiles specials. All sides of the tower can be inked, so watch out for opponents attempting to flank you. Ink Mines can serve as a good deterrent to such dastardly sneak attacks.



B) Peripheral Parks

The two parks on the edges of the central plaza see little action, regardless of game mode. When spawning at your team's base, advance through the narrow alley on the left to reach this park, which can serve as a flanking path that allows you to access the map's center without coming under immediate attack by opponents posted on the central tower. During Turf War matches, ink both parks to secure some easy territory. Since these parks are rarely visited, you're unlikely to face much opposition. Once you spread ink here, chances are it'll remain untouched for the duration of the match, allowing you to focus on other areas.



c Sculpture Perch

Squid-jump to the top of the hand-like sculpture, outside either team's spawn point, to get a good view of the surrounding area. Climb to the very top of the sculpture and start spreading ink-mid-to-long-range weapons work well for this. Unless they're equipped with long-range weapons, opponents below have a tough time hitting you up here. Still, be ready to retreat if you start taking fire. Keep an eye on the ramp to the right—it can't be inked, which means movement is difficult. Fire down on the ramp as opponents cross it. Incapable of swimming, opponents must run to escape your ink barrage.









Splat Charger

Thanks to the high perches and excellent sight lines, the Splat Charger and other long-range weapons are popular choices on this map. The Sting Ray special is particularly useful for picking off opponents hiding behind cover.



Splattershot Jr.

While it lacks the range of the Splat Charger, the Splattershot Jr. packs a punch during mid-to-close-quarters encounters, making it a versatile choice for any game mode. The loadout's Splat Bombs are also effective when tossed from an elevated position.



Splashdown

The Splashdown special is popular on this map due to the various high perches. Once the special is available, swim to the top of one of these elevated positions and activate Splashdown to surprise unsuspecting opponents below.





Turf War



The central tower isn't the only worthwhile elevated position. Swim up to this grate, near the statue, to rain ink down on the surrounding area. If you're equipped with a long-range weapon, you can even splat opponents traversing the central plaza.

- The area around your team's spawn point accounts for nearly 17% of the map's inkable surface, so don't neglect it. However, this area can be breached by opponents swimming up the wooden wall to the left of the statue—this wall is located beneath the black grated platform. While such infiltrations are rare, be prepared to counter attacks and reclaim territory.
- The low-lying park beyond the left-hand alley sees little use and can be inked to give your team an edge. This is also a good flanking route when attempting to access the central plaza.
- The central tower is critical for flinging ink all over the central plaza, particularly when using the Splattershot in conjunction with the Splashdown special.
- Infiltrate the opposing team's safe zone at the end of the match to spread ink near their spawn point. Be sure to ink their side alley, where they're least likely to spot you.

Splat Zones



and the peripheral perches. Sharpshooters are essential for chasing opponents off the tower. Only then is it safe to secure the Splat Zone.

While inking the Splat Zone is the objective, don't be surprised if sniper duels break out between Inklings on the central tower

by splatting the top of the tower. The zone appears large, but only the ground-level surfaces count toward securing the Splat Zone. • The top of the tower is a great place from which to defend the Splat Zone, but opposing snipers can shoot across the

• The top of the tower in the center does not count toward the Splat Zone, which means you cannot break enemy control

• Use the marble blocks on either side of the zone for cover while defending. Consider making dashes across the zone, up and over the tower, while transitioning from one marble block to the next. Stay on the move, but don't go too far.

zone from the perches overlooking this area. Inklings atop the central tower are very exposed.

Rainmaker



 During Rainmaker, the central tower is replaced with two towers, one on each side of the plaza. Acquire an elevated position and focus your firepower on popping the Rainmaker's bubble before making a push for the weapon.

vulnerable advance.

• The capture point is best defended from atop the statue or black grate nearby. Hide in your ink, then pop out and

• Swim up the large wall to the left of the Rainmaker to access the opposing team's capture point. Ramps leading up to the capture point make entering the safe zone easier. But some ramps can't be inked, making for a slow and somewhat

surprise your opponents with bombs or a well-timed Splashdown.

Tower Control



- Surrounded by elevated platforms and perches, the tower riders are always vulnerable, particularly as they hit the two checkpoints. To avoid getting picked off by sharpshooters, send teammates forward to engage and harass defenders.
 - center. Expect an early standoff as both teams vie for control of the plaza before making a move for the tower.

• Defend from the statue or the black grate, near the tower capture point. These elevated positions offer a great view of

• In Tower Control, the layout of the map is similar to Rainmaker, featuring an open plaza, with the tower starting in the

the approaching tower, particularly if you're equipped with a long-range weapon. • The Splat Charger is a great choice for defense. If the opposing team takes the tower, immediately fall back to the

statue or black grate and open fire on the tower riders. The Sting Ray special comes in handy for clearing the tower,

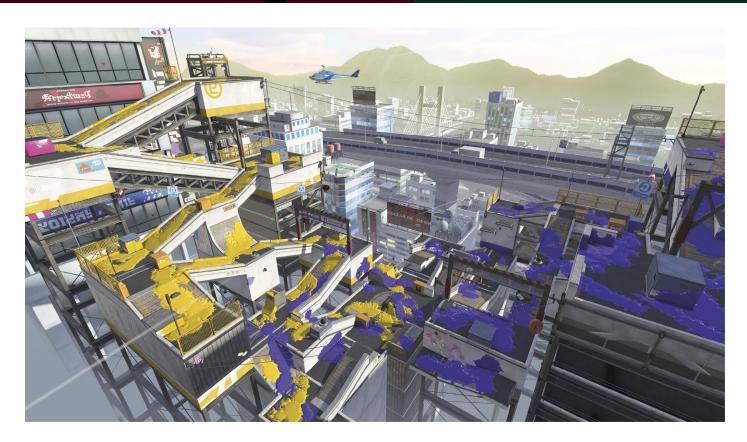
capable of shooting through the tower's center post.





Moray Towers

Overview



Consisting entirely of platforms connected by narrow ramps, Moray Towers never features a dull Ink Battle. This fan favorite has returned, giving new players a chance to experience this classic map. Within its terraced layout, both teams begin on the high ground and travel downward to the center. As a result, maintaining a height advantage is the key to victory in all game modes. Snipers rule this stage, thanks to the long, unobstructed sight lines. Roller-based weapons are also effective, particularly when it comes to inking all those narrow ramps. But watch your step—falling off one of the ramps or platforms guarantees you a one-way trip back to your team's spawn point.



Legend



Key Location



Spawn Point





(A) Center

The center of the map is a good place to avoid. For one, this is the lowest point on the stage and it's surrounded by elevated platforms and ramps. As a result, ink is constantly splashing down on this platform, whether intentionally or not. When you need to ink this area, do it from the perimeter platforms and ramps, then swim through your ink to reach the other side of the stage. Limit your exposure on this low platform unless you're making a push during Rainmaker, Splat Zones, or Tower Control. When possible, use the perimeter lnk Rails to reduce your chances of getting splatted.



B Sniper Perch

These two opposing platforms overlook the center of the stage, making them excellent sniper perches. Sharpshooters here can hit anything in the center of the map, as well as on the adjoining platforms and ramps. If you don't have a long-range weapon, steer clear of this area to avoid getting caught in the crossfire of a sniper duel. You can bypass this platform by simply leaping down from the adjoining ramp. When rushing this area on the opposing team's side, ink the wall near the stage's center and swim up, or use the lnk Rail rising up from the center's right-hand edge.



© Quarter-Pipe Ramps

Climbing the opposing team's ramps can be extremely dangerous, as they always have the high ground coming out of their spawn point. Therefore, look for shortcuts, such as the Ink Rails. These quarter-pipe-style ramps offer another shortcut. Ink the ramps and swim up. While swimming, you're difficult to spot, particularly amongst the chaos in the center. Don't be surprised if opponents simply run or jump past you. When all's clear, continue swimming to the top and resume your ascent up the opposing team's ramps. This is a great way to ink new territory during the last moments of a Turf War match.







Moray Towers

Recommended Weapons



Carbon Roller

All roller-based weapons are ideal for inking the various ramps, perfect for claiming territory during Turf War. The Carbon Roller's lightweight design in particular results in higher rolling speeds, allowing you to ink those perimeter ramps in a flash.



E-liter 4K Scope

Snipers favor the E-liter 4K and this scoped variant, thanks to their hard-hitting, long-range capabilities. Watch for opponents attempting to flank your position—use Ink Mines to deter such sneak attacks.



Splat Dualies

When you need to reach the center fast, as in Splat Zones, Rainmaker, or Tower Control, consider choosing the Splat Dualies. While firing, dodge-roll off the sides of the ramps to rapidly descend to the center. This is considerably faster than squid-jumping.



Turf War

Moray Towers

Game Modes



Roller-based weapons are king during Turf War. The width of most rollers is perfect for coating the various ramps. All it takes is one quick pass with a roller to completely ink a ramp. The adjoining platforms are also easily inked with roller weapons. Near the center, stand on a platform and swing your roller to fling ink onto the ground below.

the opposing team's territory. Consider waiting until the last minute of a match before making a push up the opposing team's ramps. Keep an eye on the map—opponents might be making a similar push up your team's ramps.

• If all the ramps on your team's side are inked, don't waste time running or swimming down them. Instead, leap toward

• Unlike most maps, nearly 100% of this stage is up for grabs during Turf War, so don't hesitate to ink your way deep into

- the center of the stage, squid-jumping down from one ramp to the next. Make sure you jump off each ledge, rather than falling off—otherwise you'll fall off the stage, earning a trip back to your team's spawn point.

 Don't overlook the narrow strips of territory on the outer edges of the center platform. These areas don't yield your
- team much territory, but they can be good places to hide in your ink and replenish your Ink Tank while fighting in the center. These are also clever spots to place Squid Beakons, giving your team instant access to the stage's center. This comes in handy for applying pressure against the opposing team's ramps.

Splat Zones



to accrue points. The zones can be neutralized by inking half of either zone. By inking half of one zone from above and drawing opponents into the zone to re-ink, your team can splat the opposing team and retake both zones to maintain control.

• Rush to the center as quickly as possible to ink the two Splat Zones, then fall back and defend from the elevated

Unlike in other maps, there are two Splat Zones on Moray Towers, both situated in the map's center—both zones must be inked

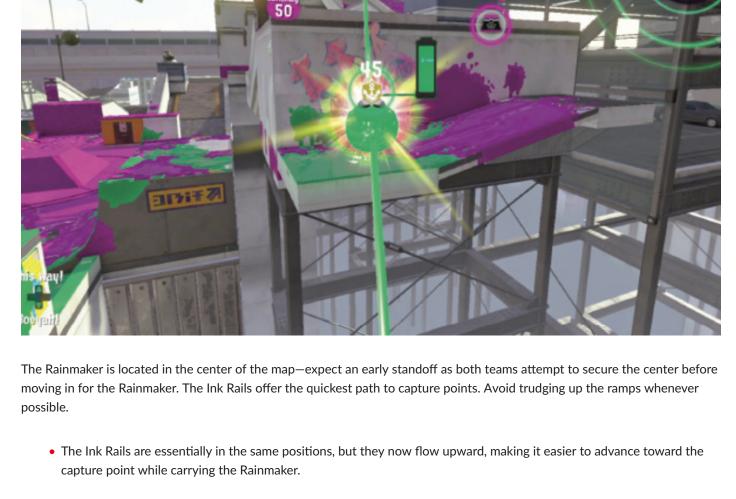
attempts from the opposing team.
Consider having a player with a Splat Roller hang out in the flanks and use a Curling Bomb to ink both zones, pestering

enemies as they try to capture. The Splat Roller can quickly recapture neutralized zones.

Zones. Consider using Squid Beakons to prevent spawn camping.

platforms on your team's side of the map. While defending from these elevated positions, you can counter any capture

- Super Jumps are critical in this mode, especially if your team has secured both Splat Zones and begun the push up the opposing team's ramps. Harass the opposing team as they exit their spawn point, denying them access to the Splat
- Rainmaker



Once the Rainmaker is acquired, take it around to the right and use the Ink Rail to reach the top of the lower ramp.
 From there, use the next Ink Rail, leading to the quarter-pipe ramp. Ink the quarter-pipe ramp and swim to the top.
 Finally, turn right and make a push to the capture point.

• When rushing to the capture point, squid-jump with speed off the final lnk Rail. Charge the Rainmaker while in the air and blast the quarter-pipe ramp wall to completely ink it with one shot. When you land, all you have to do is swim up

- The Rainmaker exhibits heavy recoil when fired, pushing you back. Make sure you're not standing near a ledge when firing, otherwise you may fall off the stage.

time to establish a comeback.

Tower Control

the ramp and continue toward the capture point.



- path for the tower, harassing defenders on the ramps leading to the capture point.
 - The Hero Roller and Hero Brush are both effective.
 Use the Ink Rails to drop onto the tower. Surprise opponents this way, then smack them using a roller. The Ink Rails are

• There's a lot of opportunity for close-quarters combat in this mode, as the tower passes through very tight confines.

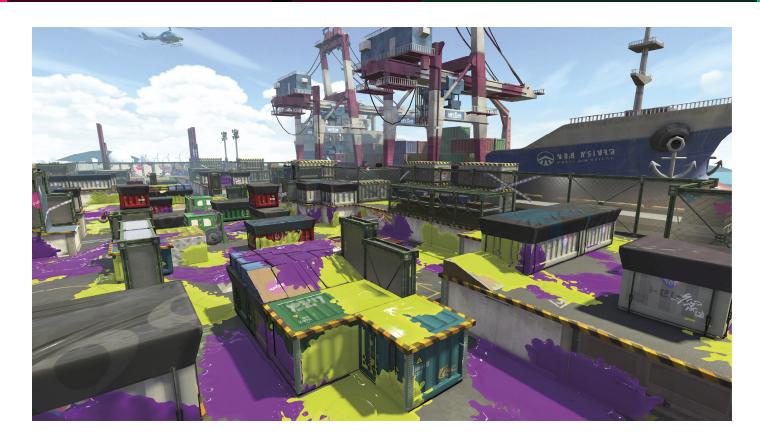
- Consider having one player serve as a last line of defense. When defending, keep the tower in front of you at all times.
 If the tower gets behind you, it will have the height advantage. Maintain the high ground until you can claim the tower,
- and repel the enemy before you advance.The tower can be captured quickly after clearing the first checkpoint, so don't let the opposing team advance much

farther. There isn't a lot of distance between the second checkpoint and the capture point, which means there's little





Port Mackerel **Overview**



Port Mackerel is back, with a new, open layout featuring sponges Inklings can expand to reach elevated positions. This flat seaside dock facility contains only a few modest ledges. As a result, most of the fighting occurs at ground level. Expect a mix of long- and short-range engagements, particularly when fighting among the narrow corridors created by the stacks of shipping containers. Even with the third-person camera, there are plenty of blind corners here, so approach intersections cautiously. Otherwise you may be blindsided by a roller or charge-based weapon. Ink Mines and Curling Bombs are also common threats.



Legend



Key Location



Spawn Point





Port Mackerel
Key Locations

A Shipping Container Center

Most fighting in the stage's center occurs at ground level, as Inklings race among the shipping containers while spreading ink. Compared to this map's previous iteration, the center is relatively open. The automated forklifts are still here, continually moving back and forth. Ink the sides of the forklifts and swim up top for a height advantage. Jump off forklifts to access the tops of adjacent shipping containers. Note, the tops of shipping containers covered with black tarps cannot be inked, denying you spots to refill your Ink Tank. Ink the sponges in the center to access the high ground. Even a slight height advantage can make all the difference in this high-traffic area.



B Elevated Paths

These four elevated narrow paths, just off each team's spawn point, provide a quick way to reach the center of the stage without coming under heavy fire. Access these areas near the spawn points, or by inking the adjacent sponges and jumping across—barriers along the perimeter ledges prevent Inklings from swimming up the walls. Furthermore, the sponges can only be inked by the team whose spawn point is nearby, so the two paths on your team's side are unlikely to be occupied by opponents. Ink these areas thoroughly during Turf War. Once done, you probably won't have to return here. Consider placing Squid Beakons on these paths near the center of the stage. If you can occupy one of these paths on your opponent's side, using Squid Beakons allows your team to apply consistent pressure against the enemy spawn point.



© Spawn Exit

Located just off each team's spawn point, these narrow alleys see some high traffic and serious carnage. After spawning, most players charge through here, which is fine early in a match. But as the center becomes contested, consider taking the elevated side paths. Once the center is occupied by the opposing team, they have an easy time engaging your team through these narrow alleys—snipers and Sting Ray attacks are particular threats. In an attempt to reclaim this area, attack from the perimeter paths, or use Curling Bombs to target opponents and spread long lines of ink toward the stage's center. Splash Walls can also be effective when fighting for control of these narrow corridors.







Recommended Weapons



Tentatek Splattershot

Any rapid-firing weapon serves you well on this map, particularly when operating around the tight confines of the shipping containers. This loadout's Inkjet special is great for gaining a temporary height advantage when challenging opponents in the center.



Splat Roller

While any roller is effective here, given the flat narrow lanes, the Splat Roller comes equipped with Curling Bombs. When you're not rolling ink, use Curling Bombs to create narrow ink lines that let you swim forward while replenishing your Ink Tank.



Splatterscope

Charge-based weapons come in handy for laying down long, narrow ink lines, ideal for coverage in Turf War. These weapons are also great for splatting opponents, particularly during Rainmaker and Tower Control matches. The Sting Ray special is effective when engaging pesky opponents hiding behind cover.





Turf War



Ink this large sponge nearest your spawn point, and use it to transition between the left elevated path and the shipping containers in the center. This sponge can only be expanded by your team, preventing opponents from accessing these elevated areas. Likewise, you can't expand the sponges on the opposing team's side of the map.

- Technically, there are no safe zones on this map, as the opposing team can ink right up to your team's spawn point. However, opponents are unlikely to access the elevated paths to the left and right of your spawn point. Thoroughly ink both of these paths. Together, these paths and the area around your team's spawn point account for approximately 19% of the map. That's a huge chunk of territory that should never be overlooked.
- Consider equipping weapons capable of inkling the long alley areas. Charge-based weapons, like the Splat Charger, are great for inking these narrow pathways with a single charged shot. Curling Bombs are also effective.
- While this map contains no true sniper perches, charge-based weapons can still make an impact when you're vying for control of the center. Use the center's forklifts or sponges to climb atop the containers, then fire down on opponents moving through the narrow alleys below. When you're not splatting opponents, use the weapon's range to spread ink down the narrow lanes.

Splat Zones

the Splat Zone.



Inkjet specials to attack from the air. • Get on top of the sponges in the Splat Zone, and use the Slosher to rain down ink on opponents attempting to

The Splat Zone is nestled between the shipping containers in the center of the map. Expect plenty of chaotic close-quarter fighting in this area. Look for opportunities to gain a height advantage by inking and expanding the nearby sponges. Or use

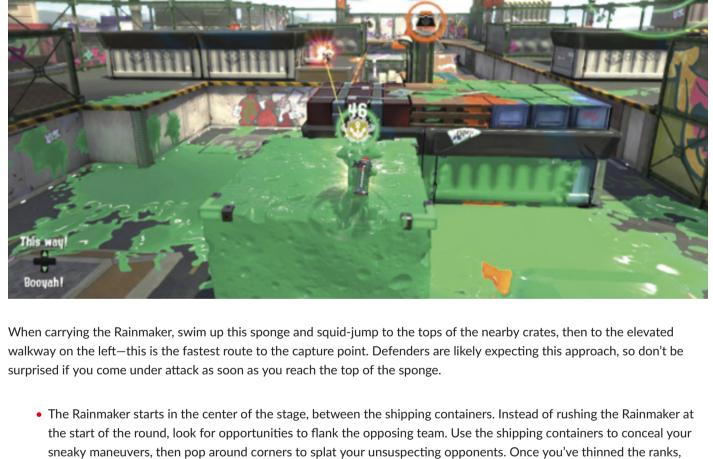
globs of ink. • This is a linear map, with few flanking opportunities leading to the central Splat Zone. Once your team captures the

neutralize the objective. Swinging a roller or the Octobrush is another effective way to smack opponents with large

the Splat Zone. To avoid getting trapped in your base, consider deploying forward Squid Beakons early in the match. There are no forklifts in this mode, but you can still ink and expand the nearby sponges to reach the tops of the surrounding shipping containers. While the sponges and containers aren't very high, they provide an excellent view of

zone, consider cutting off opponents by pushing toward their spawn point. Don't advance beyond the elevated paths coming out of their base. By covering the center and two elevated paths, you can effectively block them from reaching

Rainmaker



make a move for the Rainmaker. • The sponges are in different locations in this game mode. Those in the center allow you to access the tops of the

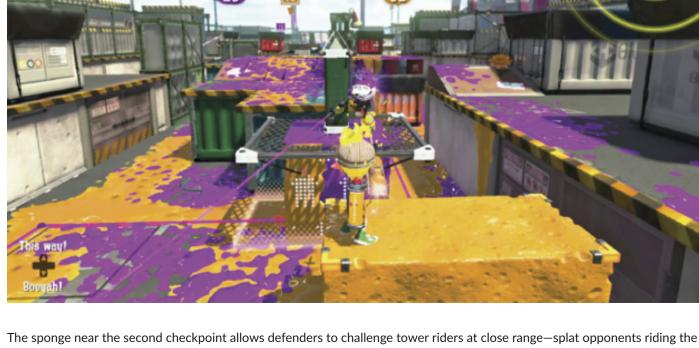
are vulnerable to opponents shooting down from all sides.

Tower Control

position.

 Keep in mind that the Rainmaker carrier is always highlighted. Consider using a Splat Charger or scoped long-range weapon to line up your shots as the Rainmaker carrier climbs a sponge or moves atop the containers.

containers, overlooking the Rainmaker. There's also a sponge near each capture point—these can only be expanded by the attacking team, providing them with an elevated route to the capture point. Rainmaker carriers taking the low path



tower, then jump on. The sponge can also be used to access the elevated path on the right, another excellent defensive

- As with the Rainmaker, the tower starts in the center of the map, surrounded by shipping containers. Use the sponges in the center to climb atop the containers. From these elevated positons, you have a better chance of challenging the
- tower riders. Otherwise, opponents on the tower have the height advantage. • To quickly get back into the action after respawning, ink a path from your team's spawn point to the tower. Swimming
- to the center is vital when there are no opponents to Super Jump to. Placing Squid Beakons along the tower's path is another wise option for keeping your team in the fight. • The right elevated path leading out of your team's spawn point is great for defense. From here you can engage the approaching tower as it travels between the first and second checkpoints. Riders are extremely vulnerable when

stopped at these spots, so make sure you're in a position to take advantage.





Musselforge Fitness
Overview



Surrounded by climbing walls, Musselforge Fitness is more than a trendy gym; it's also the site of some intense Ink Battles. In nearly every match and game mode, the action gravitates around a large hill structure in the middle of the map. But don't get preoccupied with pushing to the center. There's a lot of territory to ink around the perimeter and near each team's spawn point —inking these less-traveled areas pays huge dividends during Turf War matches. Given the numerous tight turns and blind corners, consider choosing a short-to-mid-range weapon with a decent rate of fire.







Key Location



Spawn Point





A Center Hill

This large hill structure in the center of the map sees a lot of action across all game modes. Naturally, most Inklings approach this hill via the two grated catwalks or the sloped sides. However, the vertical walls beneath the grates can be inked, allowing you to swim to the top. This is a sneaky way to stage a surprise attack if opponents are camped on the hill. Once you've occupied the hill, it's easy to spread ink along the surrounding, low-lying paths. The low L-shaped walls atop the hill provide decent cover and concealment—ink the surface behind these walls and hide in your ink, popping out as opponents draw near.



B Grate Chokepoint

The grated platforms near each team's spawn point are critical chokepoints. You must cross this grate if you wish to ink the large area in front of the opposing team's spawn point. Watch out for ambushes here, since defenders on the high ground can easily splat you as you negotiate the grate. Crossing this grate is a high-risk/high-reward proposition. If you can access this back area, you can ink a significant amount of territory, which can pay off during the final moments of Turf War matches. Be careful not to inadvertently swim across this grate—you'll fall off the stage and into the water below.



C Hill Overwatch

These raised brick platforms, near the grated catwalks, offer a great view of the central hill. Since these platforms are slightly higher than the hill, they allow you to rain down ink and bombs from the perimeter—mid- and long-range weapons work well here. This is a good option for chasing opponents off the hill. Such attempts are most successful when coordinating with teammates: provide covering fire from this elevated position while teammates flank from the sides or swim up the hill's vertical walls.







Musselforge Fitness

Recommended Weapons



N-Zap '85

Rapid-firing weapons, like the N-Zap '85, are the most versatile choice on this map. This loadout's Ink Armor can make a difference when your team is executing an offensive push in the middle. Plus, it's always nice to have Suction Bombs, particularly during Tower Control.

Slosher



This bucket-like weapon is ideal for flinging ink from the map's elevated positions, particularly during Splat Zones and Tower Control matches. The supplied Suction Bombs and Tenta Missiles never go out of style.



Jet Squelcher

If you prefer long-range combat, the Jet Squelcher offers the best compromise of range and fire rate when compared to the slower-firing charger-based weapons.





Musselforge Fitness Game Modes



Although most fighting takes place around and atop the central hill, focus on inking the less-traveled areas, such as the perimeter paths. If you're feeling confident, make a push toward the opposing team's spawn point, inking the low area below their exit ramp.

small, inking this area can make a huge difference in a close match. Before pushing to the middle, make sure this ramp is thoroughly inked. The opposing team can't access this area, so once it's inked, it should be safe for the duration of the

• The L-shaped ramp leading out of your team's spawn point accounts for nearly 7% of the map. While this may seem

multicolored climbing holds can't be inked either.

• All wooden surfaces are inkable, but the lockers, weight cabinets, and vertical brick walls are not. The walls with

• The two low areas on the central hill's flanks are often overlooked. Don't forget to spread ink in both of these areas to give your team a slight edge in coverage. Maintain a low profile while operating here, as you're vulnerable to incoming fire from the surrounding elevated platforms.

Splat Zones



walk into the zone when you need to chase out opponents. • While Super Jumps are the preferred method of getting back in the action, create an ink trail from your team's spawn

The Splat Zone is located atop the central hill, often leading to tug-of-war-style matches as both teams vie for control of this position. It's best to attack and defend the zone from the perimeter, firing down from the barriers or adjacent perches. Only

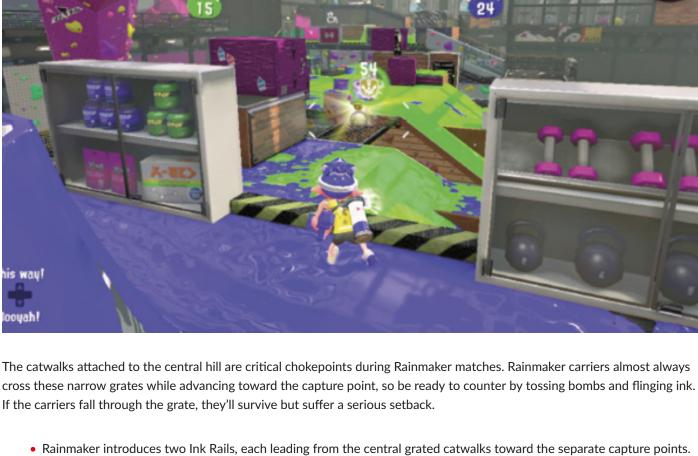
point to the Splat Zone. This facilitates faster travel when no teammates are available to jump to. Consider placing Squid Beakons on the hill's perimeter to maintain a presence in the center.

• The two hill overwatch perches are really valuable here, both offensively and defensively. Lob bombs from these elevated positions to neutralize the zone, preventing the opposing team from scoring. Or simply camp here and splat

- any opponents who attempt to rush the Splat Zone. • Once you're in control, coordinate with you team to surround the Splat Zone. Assume positions on the hill overwatch perches and behind the L-shaped barricades. These are good spots for taking cover, provided you know which direction
- Rainmaker



the enemy team is approaching from.



Once you've secured the Rainmaker, the Ink Rail route is the most direct, but it's also probably defended. Still, it's usually worth the risk. At the very worst, you'll get splatted a few feet from the capture point, likely giving your team the lead. • Scoring the Rainmaker is tricky on this map, as there are only two predictable routes. When the opposing team acquires

well as the path leading across the grate on the left.

Tower Control

usually causes the riders to flee.

• Given the difficulty of advancing the Rainmaker, coordinate with teammates to serve as escorts. Have one or two teammates sweep ahead, clearing a path to the capture point.

the Rainmaker, have at least two teammates fall back and defend. Be sure to cover the lnk Rail route on the right, as



- between the first and second checkpoints—this is your cue to rain down ink and bombs.
 - push. At this point, the tower is at its highest position, allowing riders to fire down on opponents. • To retake the tower, use the elevated perches between the first and second checkpoints and drop onto it. The tower is

• The tower starts off on the central hill. Reach this position as early as possible and ascend the tower to initiate an early

particularly vulnerable when stopped at the second checkpoint, positioned directly beneath the central catwalk. Defenders can fire straight down at the tower through the grate. • Bombs are extremely useful for dislodging opponents on the tower. Throw them from the map's numerous elevated

positions for greater precision. Suction Bombs are particularly effective. Sticking one of these bombs to the tower





The Reef
Overview



The Reef is one of the hottest new hangouts for Inklings seeking to make a name for themselves in Ink Battles. Fighting usually gravitates around the bridge in the center of the map, leading to some intense ink exchanges. The spawn points are connected to elevated perimeter paths, ideal for monitoring the center. Due to the lack of inkable walls, the stage's various ramps are often used for climbing or swimming out of low-lying areas. Be careful when traversing these narrow ramps, as they may be watched, or booby-trapped, by opponents. Think twice before giving up the high ground—it's much easier to descend than to climb on this map.



Legend



Key Location



Spawn Point





The Reef **Key Locations**

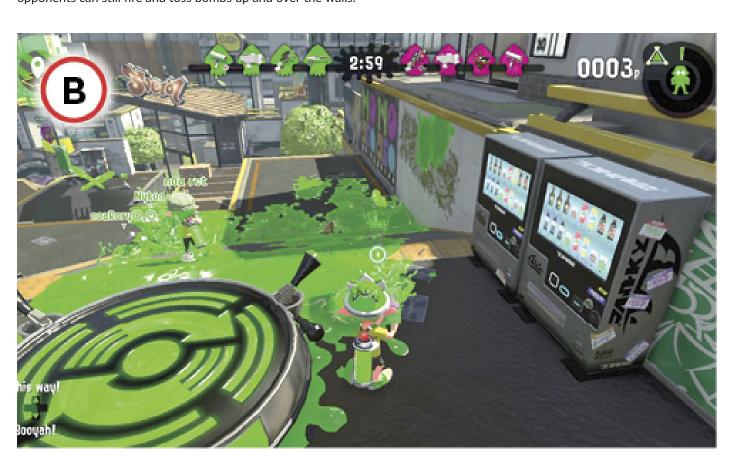


The bridge is the focal point of heavy fighting during all game modes. As the highest perch in the center, the bridge offers an excellent view of the surrounding low-lying areas. This makes it ideal for spreading ink around the periphery. While holding the bridge, make sure to ink every surface, including the railings on the side. If you're not careful, opponents can ink and swim along the railings before launching a surprise attack. If the opposing team holds the bridge, avoid the tunnel beneath it. The walls here can't be inked—opponents firing from above can effectively cut off your path of escape. The low areas on the sides of the bridge are best avoided as well. While the bridge is strong defensively, watch for flanking attacks. It's relatively easy for opponents to slip in behind you, so keep scanning for movement while holding this position.



B Spawn Safe Zone

During Turf War matches, the large elevated area around each team's spawn point is completely inaccessible by the opposing team. The perimeter walls of this area cannot be inked, preventing opponents from swimming up and infiltrating. Think of this area as your team's safe zone, allowing you to exit your spawn point without fear of coming under immediate attack. This area is large, so don't forget to ink it—it accounts for approximately 24% of the map! While the rest of your team pushes toward the bridge, consider holding back and securing this territory while charging your special. Once this area is inked, don't worry about revisiting; it's unlikely to be inked by your opponents. However, you may need to apply touch-ups along the perimeter, as opponents can still fire and toss bombs up and over the walls.



C Flanking Route

Frontal attacks on the bridge are extremely challenging, especially if the opposing team has it locked down. Instead of pushing directly toward the bridge, look for flanking opportunities. After spawning, stay along the right side of the map and carefully cross through the low center to reach this ramp. From here you can attack the bridge from behind, taking opponents by surprise. Be mindful of this approach while defending the bridge. Consider placing lnk Mines or Splash Walls along the adjoining ramp to deter such sneak attacks.







The Reef

Recommended Weapons



Splattershot Jr.

Fast-firing mid-range weapons like the Splattershot Jr. perform well on this map, particularly during Turf War matches. This loadout's Splat Bombs are great for raining down ink on the low-lying areas, while the Ink Armor is useful for making pushes around the bridge.



Tri-Slosher

The Tri-Slosher is perfect for spreading ink around the bridge. Stand atop the bridge and toss ink over the sides to cover the areas below. This is an excellent way to splat tower riders during Tower Control as they pass beneath the bridge.



Splat Charger

Longer-range weapons, like the Splat Charger, are best reserved for Splat Zones and Tower Control. In Splat Zones, hang out on the periphery and fire long lines of ink beneath the bridge to capture the zone. In Tower Control, maintain the high ground and pick off tower riders as they stop at checkpoints.



The Reef

Game Modes

Turf War



before dropping down and assaulting the bridge. Don't give up the high ground until you've conducted a thorough scan for opponents.

The high ground adjacent to each spawn point offers a great view of the center. Stand atop the elevated platforms and walls

map, so don't neglect it. Once inked, it's relatively secure, since opponents can't swim up the perimeter walls. You can also use this elevated area to fire down on enemies. Always scan for nearby opponents before jumping down toward the bridge. Be careful when operating around the bridge. While there's valuable territory beneath it, the walls here can't be inked, making this area a potential trap. When possible, stay along the perimeter and ink the area beneath the bridge from a

• At the start of the round, ensure at least one player stays behind and inks the large elevated area around your team's spawn point—rollers work well for covering the flat platforms and ramps. This area accounts for nearly a quarter of the

inked, defend it from atop the bridge. Due to the lack of inkable walls, the various ramps are critical when climbing out of the low-lying areas. Monitor these ramps and look for opportunities to ambush opponents. Ink Mines, Toxic Mist, and Splash Walls are all effective when

safe distance, using long-range weapons and bombs. Curling Bombs are particularly effective. Once this low area is

placed along these narrow chokepoints, hindering the opposing team's movements.

Splat Zones



linger long—ink the zone and retreat to the perimeter. · At the start of the round, immediately push toward the bridge, but make sure your team takes different routes. Send at

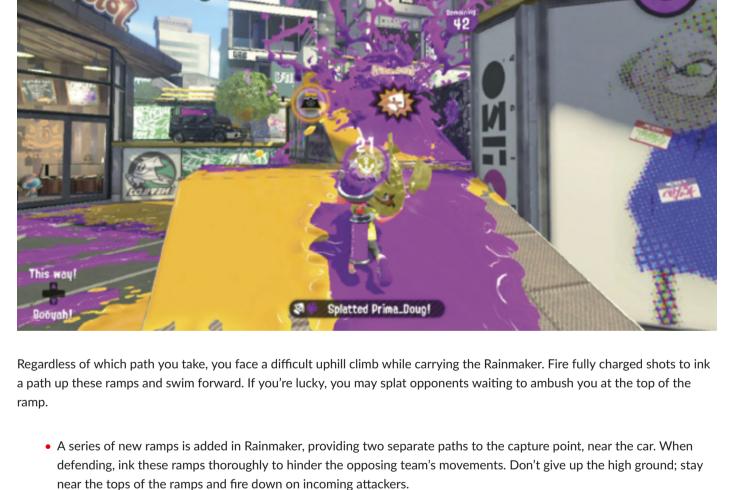
The Splat Zone is located directly beneath the bridge, leading to some intense back-and-forth battles. Ink the Splat Zone from the perimeter or the bridge above. If you must enter the Splat Zone, use the inflatable barrier in the center for cover. Don't

attack helps you secure the Splat Zone before the opposing team. • Don't defend from within the Splat Zone, beneath the bridge. Instead, ink and defend from the perimeter. Once the zone is inked, there are plenty of sneaky spots you can hide in—wait for opponents to rush the zone, then pop out of

your ink to splat them. Also, don't forfeit the top of the bridge. Maintaining control of the bridge prevents opponents

least two players to the top of the bridge while the other players flank the low area from the right. This two-pronged

- from dropping down onto the Splat Zone. Movement is key, so consider performing regular patrols around the bridge, in a figure-eight pattern. This is a great way to cut off opponents' retreats, as well as confront freshly spawned reinforcements. It's important to intercept opponents before they get close to the bridge.
- Rainmaker



• After grabbing the Rainmaker from beneath the bridge, move toward the tree in the adjoining courtyard—there's a ramp behind this tree leading toward the capture point. This is the quickest, most direct route.

• Rainmaker carriers face an uphill advance all the way to the capture point. This makes solo captures difficult. Always make sure the Rainmaker carrier has escorts. When escorting, determine a route, then ink a path for the Rainmaker carrier to follow. Secure the area around the capture point and harass opponents advancing from their spawn point.

checkpoints are cleared.

Tower Control



- Like the Rainmaker, the tower starts beneath the bridge. Once captured, the tower must pass through three low-lying checkpoints. By securing the high ground, defenders have an easy time firing down on the tower riders, particularly when the tower stops at the first and second checkpoints.
 - checkpoint. Make sure your entire team converges here to prevent the opposing team from securing a win. • If you lose the tower near the opposing team's capture point, fall back to the bridge. Secure the top of the bridge and wait for the tower to pass beneath. Use this elevated position to fire down on the tower riders and reclaim the

• The third checkpoint is extremely close to the capture point. When defending, it's vital to hold the tower at the third

objective. The tower is vulnerable while passing beneath the bridge, so maintain control of this critical location until your team has advanced the tower beyond this point. · Given the low-lying terrain the tower must traverse, consider having one or two teammates push ahead of the tower

and harass the defenders on the high ground. Since most defenders are focused on the tower, it's usually easy to flank

them. The tower is vulnerable while stopped at checkpoints, so work hard to occupy the defenders until the

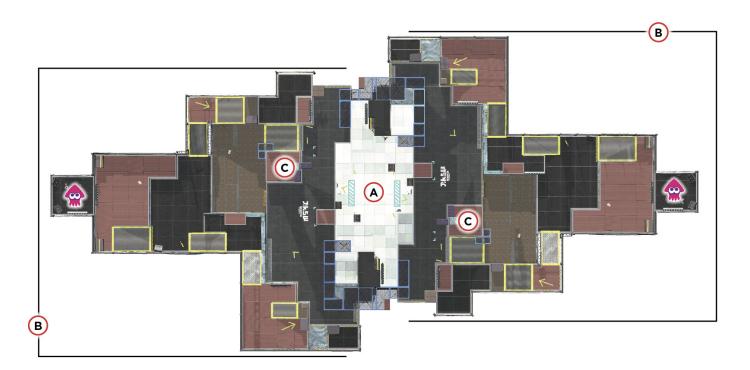




Starfish Mainstage
Overview



When not hosting musicians, this quaint outdoor concert venue serves as the site of some heated Ink Battles. The mainstage, in the center of the map, is the focal point of most engagements. Inklings seeking to avoid the chaotic center can find plenty of side routes, useful for flanking maneuvers and sneak attacks. Each team also benefits from a large safe zone, each providing two elevated routes to the map's highly contested center. Make a habit of utilizing the elevated perches, paths, and grates to spread ink and target opponents in the map's low-lying areas. Mid-range weapons with rapid-fire capability are always a safe bet here.





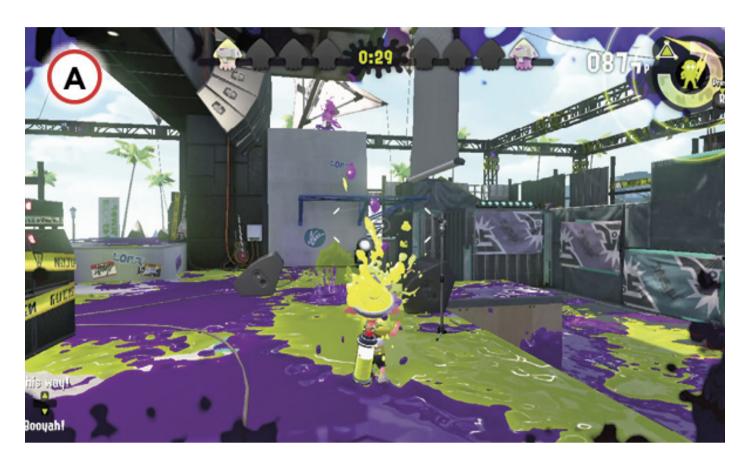




Key Locations

(A) Mainstage

Situated in the center of the map, the mainstage sees a fair amount of action and traffic, regardless of game mode. This low, raised platform can be accessed from all directions. Don't bother using the ramps—there are plenty of vertical surfaces you can ink and swim up. The stage itself features speakers and other equipment that come in handy for cover, but they can't be inked. Be careful when traversing the blue grates on the perimeter of the mainstage—you can fall through if you enter squid form, potentially dropping into the water below. Still, you can access the mainstage from these narrow flanking paths. Consider standing on the platform above the side grates to get a good view of the mainstage, ideal for spreading ink and targeting opponents. Despite its central location and slight elevation, the mainstage is not very defensible since it can be accessed from multiple directions. Think twice about camping here. Instead, keep moving, patrolling the surrounding areas while making frequent passes across the mainstage.



B Safe Zones

During Turf War matches, the Y-shaped elevated platforms extending from each team's spawn point are safe zones, inaccessible by the opposing team. Don't forget to thoroughly ink this large area, as each zone accounts for approximately 20% of the map. The right and left branches of this raised path offer quick, safe routes to the mainstage. The low area between these flanking paths is easily inked from the high ground, so be sure to get that done. While the vertical walls leading up to this area can't be inked, watch out for opponents lobbing shots over the walls—blasters and bombs are effective for spreading ink into the opposing team's safe zone.



(c) Defensive Perch

If the opposing team has locked down the mainstage, consider accessing this elevated perch outside your team's safe zone. From here you have a clear view of the mainstage, allowing you to spread ink and harass opponents. Mid-to-long-range weapons work best, particularly if you hope to splat opponents on the mainstage. This perch is even more valuable during Tower Control matches—at the second checkpoint, the tower stops on the perch's right side, making it easy for defenders to challenge tower riders. The tower stays within range of this perch as it advances to the third checkpoint and the capture point.







Starfish Mainstage

Recommended Weapons



Splat Dualies

The rapid-firing Splat Dualies are a good choice on this map, particularly when spreading ink and engaging opponents on the mainstage. Don't forget to dodge-roll to evade incoming ink. This loadout's Tenta Missiles are great for defending during Tower Control.



Splattershot Pro

If you're looking for a bit more range without sacrificing fire rate, the Splattershot Pro is a solid choice, especially when occupying the elevated platforms. This weapon consumes ink at a rapid pace, so be ready to swim frequently to replenish your lnk Tank.



Custom Blaster

All blaster-based weapons work well here, particularly during Turf War matches. Use them to lob ink over the high walls, into the opposing team's safe zone. Blasters are also great for challenging opponents on elevated perches. This loadout's Inkjet special provides some welcome elevation when operating around the mainstage.



Turf War

Starfish Mainstage **Game Modes**



When operating near the mainstage, swim up to this elevated perch, just above the blue grate. This position, next to the large bank of speakers, is ideal for raining down ink and splatting opponents. Flank any enemies set up here. Don't step onto the stage if opponents hold the high ground.

20% coverage. Spread ink here early during the match before pushing to the center. This area can't be accessed by the opposing team, but you may need to apply touch-ups along the edges if opponents have lobbed ink over the walls. Check the map before the match ends to determine if touch-ups are necessary. Also, look for opportunities to lob ink into the opposing team's safe zone, preferably right before the match ends. • While you're inking your team's safe zone, don't forget to cover the low-lying area just ahead of your team's spawn

Don't forget to ink the sprawling, elevated safe zone branching out from your team's spawn point to secure an easy

- point. Due to all the action in the center, this area is often overlooked. Ink this area from the elevated perimeter paths. Avoid dropping into this area, especially on the opposing team's side of the map; you'll be at a severe disadvantage as opponents rain down ink from the perimeter paths. • Traversing the blue perimeter grates on the mainstage isn't without danger, but these side paths are a great way to
- avoid the chaos in the center as you to push into the opposing team's territory. Fire down through the grate as you cross to spread ink onto the surfaces below. These small strips of territory below the grates are often overlooked.

Splat Zones



you must enter the Splat Zone, strafe around the speakers to prevent getting hit by incoming ink.

The Splat Zone is located in the center of the mainstage. When possible, ink this area from the elevated perimeter parches. If

duration of the match. However, these perches can be flanked easily. Consider using Ink Mines to cover your back. • Once you've secured the Splat Zone, ink the area between the mainstage and the opposing team's spawn point to slow

 The Splat Zone on the mainstage is best inked and defended from the elevated perches on the sides, above the blue grates. If your team can secure both perches, you'll have an easy time capturing and controlling the Splat Zone for the

opposing team's territory; focus on the areas around the mainstage. • While it's important to defend the Splat Zone, there are too many approaches to adequately cover from one single location. Consider running patrols around the mainstage, striving to maintain an elevated position at all times.

down their advances. Delaying their access to the Splat Zone can give you a significant lead. Don't ink too far into the

Rainmaker





it. Make sure at least one teammate secures the perimeter perch overlooking the mainstage—the one above the blue grate. This elevated position is ideal for defense if the opposing team grabs the Rainmaker first—fire down on the carrier to halt their advance. • New ramps are added during Rainmaker, facilitating travel to the capture point. One ramp leads up to the defensive

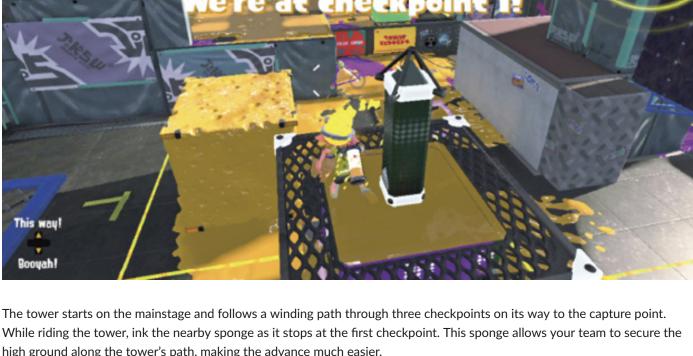
• While carrying the Rainmaker, avoid the new ramps and low-lying area to the right. Instead, cross through the center, grab the Rainmaker, and continue forward, veering to the left side of the map. Ink the tall gray wall straight ahead and swim up to quickly reach the capture point. This is the fastest and safest way to score the Rainmaker.

perch, and another leads up and out of the low-lying area near the capture point. When defending, expect movement

Tower Control

accessing your team's safe zone.

along these ramps and maneuver to intercept.



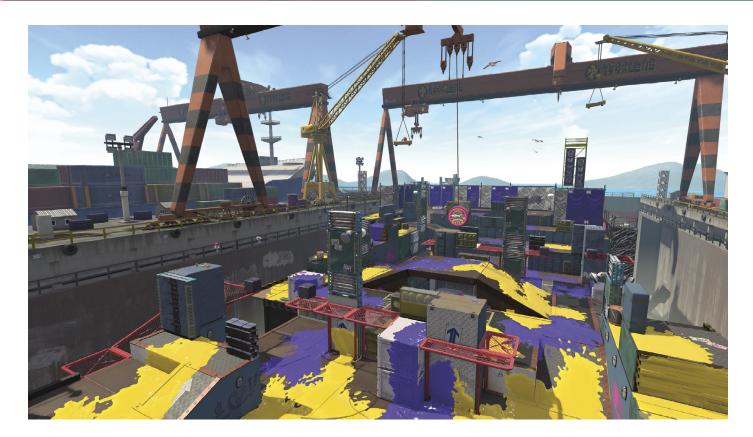
- high ground along the tower's path, making the advance much easier. Tower Control adds two sponges to the map, one belonging to each team. Your team's sponge is located on the
 - opposing team's side of the map and can only be expanded by your team's ink. Ink the sponge and swim up its side to access the opposing team's safe zone. From here you can harass defenders and assist teammates riding the tower. Or simply use the sponge as an elevated platform from which to target opponents. You can easily hop between the sponge and tower as it moves between the first and second checkpoints. The second and third checkpoints, along with the capture point, are all located next to the defensive perch. If the
 - opposing team secures the tower, immediately fall back to this position and be ready to attack the tower riders as they advance toward the second checkpoint. The capture point is located a short distance beyond the third checkpoint, so endeavor to stop the advance while the tower is stopped at this final checkpoint.

 When defending, keep an eye on the opposing team's sponge—if it expands, immediately ink it to make it shrink, especially when the tower approaches the second checkpoint. Keep the sponge small to prevent opponents from





Sturgeon Shipyard Overview



Inklings have descended on this sprawling shipyard, transforming the industrial facility into an exciting Ink Battle arena. This is one of the largest and most accessible maps available, so the action here is more unpredictable, particularly during Turf War matches. The four operational drawbridges add variety to encounters—when raised, swim to the tops of these bridges to gain a welcome height advantage. With the exception of the two spawn points, there are no off-limit areas. Move out and explore, taking the fight (and ink) deep into enemy territory.



Legend



Key Location



Spawn Point





Key Locations

A Drawbridges

This map features four drawbridges that automatically lower and rise at 16-second intervals. Two of these drawbridges are located near each of the spawn points, and the other two flank the center bridge. The outer bridge sets are synchronized, rising and lowering at the same times—also true for the two central drawbridges. The decks of the drawbridges are inkable and count toward your team's total ink coverage during Turf War matches; each drawbridge accounts for roughly 1% of the map. Swim to the tops of the bridges when they're raised to get a sweeping view of the surrounding areas. Take this moment to spread ink or splat opponents scurrying about below. When raised, the central drawbridges offer excellent defensive positions during Splat Zones.



B Hot Zones

Compared to some maps, the center isn't as hotly contested, particularly during Turf War matches. Since there are no safe zones, most of the map can be inked. As a result, Inklings tend to spread out in an effort to cover as much territory as possible. However, the low-lying areas surrounding the central bridge usually see the highest traffic. Players often circle the bridge, giving the center a racetrack feel. Use the sponge in your team's low-lying area to quickly transition to the adjacent elevated platforms and grates—you can't expand the sponge on the other side of the map, but you can shrink it. The ramps leading out of these low areas can't be inked, so make sure you have ample time to run across—scan for nearby opponents before making a move. A tunnel runs beneath the central bridge, but it can't be inked, so avoid the grated path here.



© Perimeter Perches

Ascend the tower structure just beyond the outer drawbridge to get a great view of the map—this is a popular sniper perch. From here you can cover the adjoining low-lying area as well as contest traffic near the central bridge. Whether or not you're gunning for opponents, this is a good place to stop and spread ink. Use a long-range weapon, like the Splat Charger, to reach out from this perimeter position. The same tower can be accessed on the opposite side of the map when making a push toward the opposing team's base.







Sturgeon Shipyard

Recommended Weapons



Aerospray MG

Despite the various elevated platforms, most engagements occur at close-to-intermediate ranges across all game modes. Consider using a fast-firing weapon like the Aerospray MG to gain an edge during close-quarter exchanges.



Splat Roller

During Turf War, roller-based weapons come in handy for inking the wide paths and ramps surrounding each team's spawn point. This loadout's Splashdown special is effective when launching ground-pound attacks from higher elevations.



Jet Squelcher

If you prefer to engage opponents from long range, the Jet Squelcher is a good option, providing impressive range and a decent rate of fire. However, serious sharpshooters may prefer a charger, particularly when defending in Rainmaker or Tower Control.



Turf War



While the bridge in the center of the map offers a slightly elevated view of the surrounding area, any gains here are temporary. As a high-traffic area, this bridge will undergo multiple coats of ink throughout the match. You're better off focusing on the perimeter paths and returning to the bridge to apply one last coat just before the match ends.

check the map and consider re-inking areas opponents have claimed, or look for opportunities to push into enemy territory.
Don't forget to ink the decks of the four drawbridges. It may not seem like much, but each drawbridge is worth 1%

• There are no safe zones on this map—you can ink nearly every horizontal surface, right up to the opposing team's spawn point. Opponents can make similar advances on your base. Take this into account as the match winds down:

As you advance out of your spawn point, ink the narrow, elevated path to the right. Even if opponents push into your base, they're unlikely to ink this often overlooked area. Once inked, chances are this path will remain inked for the

duration of the match, securing you some of the easiest territory.

toward your total ink coverage. If you can ink all four drawbridges, that's 4% total. In a close match, every little bit

• Don't get bogged down by fighting around the central bridge. Territory constantly changes hands here. Your efforts are better spent inking the perimeter paths and wide walkways around each team's spawn point. If opponents are constantly Super Jumping to the center, sneak into their base and claim some territory in the final moments of the

Splat Zones



drawbridges function like defensive towers, making it extremely difficult to get near the Splat Zone. Eliminate defenders on the drawbridges before attempting to contest the zone.

• In this mode, almost all activity occurs around the central bridge, where the Splat Zone is situated. When possible,

When pushing toward the Splat Zone, watch out for opponents posted on the central drawbridges. When raised, these

point. Squid Beakons are always a good option for maintaining a presence in the center.
After capturing the Splat Zone atop the bridge, take up positions along the flanking drawbridges. Once raised, the drawbridges offer an excellent defensive position, making it easy to spread ink across the zone while picking off

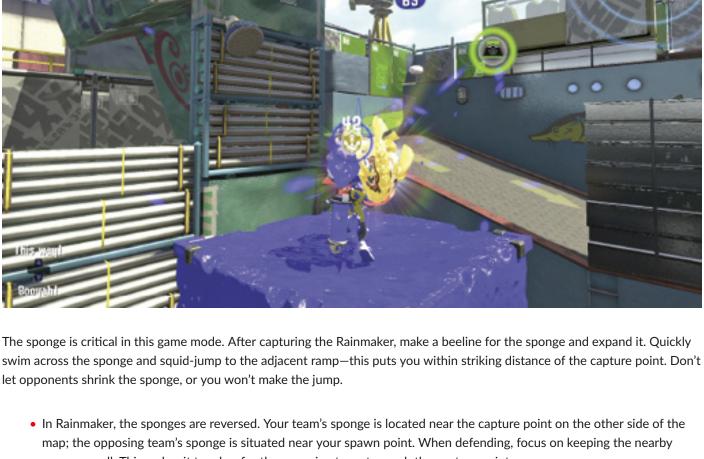
opponents. If the opposing team holds the zone and the two drawbridges, take out the defenders before attempting to

Super Jump to the center to assist your teammates. Keep an ingress route inked to facilitate swimming from the spawn

If the opposing team has the Splat Zone locked down, use the perimeter perches on both sides of the map to challenge defenders in the center—these towers are a great way to counter defenders posted on the central drawbridges.
Coordinate a simultaneous attack from both sides to divide the defending team's attention. Once the team has been

splatted or chased away, move in and secure the Splat Zone.

Rainmaker



when making an early push, rush along the right side of the map, then cross the bridge to grab the Rainmaker. Advance toward the sponge in the low-lying area and ink it. Swim up the side of the sponge, then leap to the adjacent ramp to continue your path toward the capture point. While this is the guickest route, you need teammates to clear a path for

you and ink the sponge. The sponge route is far preferable to traversing the ramps, which can't be inked.

the adjacent capture point. Consider using this as a defensive positon. Remember, you can fire through the grate as opponents move through the low-lying area beneath.

Tower Control

• The orange grate near the center offers an excellent view of the Rainmaker, as well as the surrounding routes leading to

Da



The tower starts on the central bridge and must pass two checkpoints before reaching the capture point. The tower is most

vulnerable while stopped at the second checkpoint, in the low-lying area. You need the support of teammates to advance the tower beyond this critical checkpoint. Mid-range, fast-firing weapons are well-suited for this mode.

In Tower Control the sponges are in the same configuration as in Rainmaker, with your team's sponge nearest the

- capture point. Send teammates forward to take the sponge and use it to access the high ground around the opposing team's spawn point. Harassing the defenders here diverts their attention from the tower.

 If the opposing team is in control of the tower when you spawn, swim to the left out of your base. If your team is in
- Passing the second checkpoint is difficult. While stopped here, the tower is surrounded by high terrain. It's imperative

special, like Splashdown, to help thin out defenders.

to have your team push forward and harass defenders on the high ground. If necessary, step off the tower and use a

control, swim to the right. These corresponding paths put you in a good position to either defend or support your





Multiplayer Atlas **Map Features**



In the previous section, we gave you a close look at the Turf War map for each stage, but each game mode gives the stage map a slightly different setup. Take a look at the following pages to familiarize yourself with the maps and associated features of the Splat Zones, Rainmaker, and Tower Control modes.

Splat Zones Legend



Splat Zone



Spawn Point



Sponge

Rainmaker Legend



Spawn Point



Capture Point



🍦 Rainmaker



Tower Control Legend



Spawn Point



Capture Point



Checkpoint 1



Checkpoint 2



Checkpoint 3



Tower

Tower Path

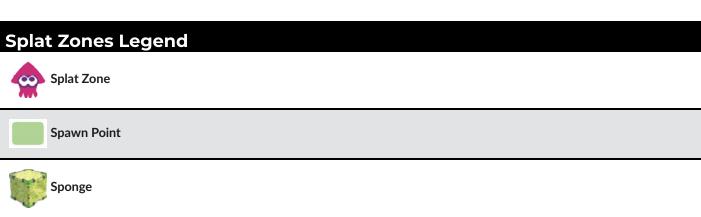




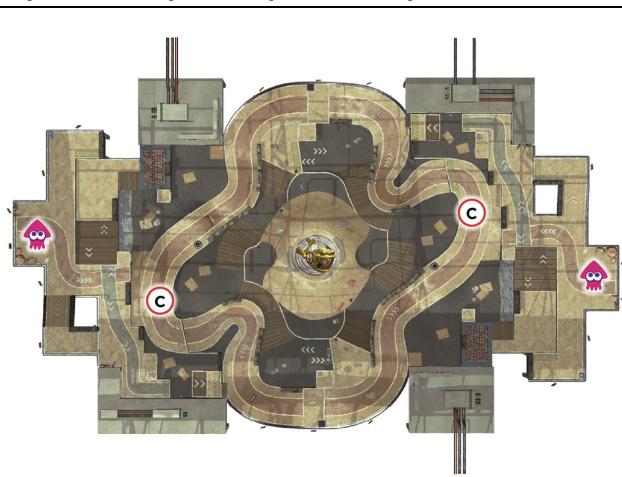


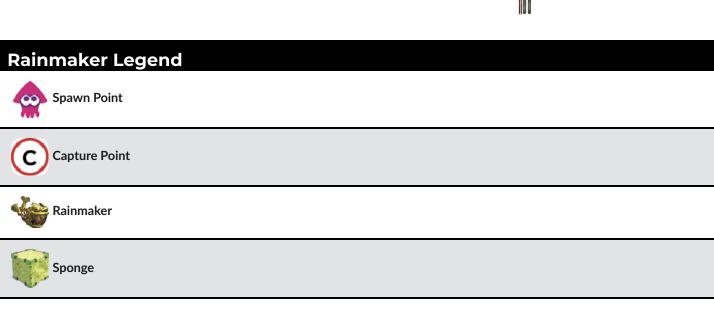
Humpback Pump Track (Splat Zones)



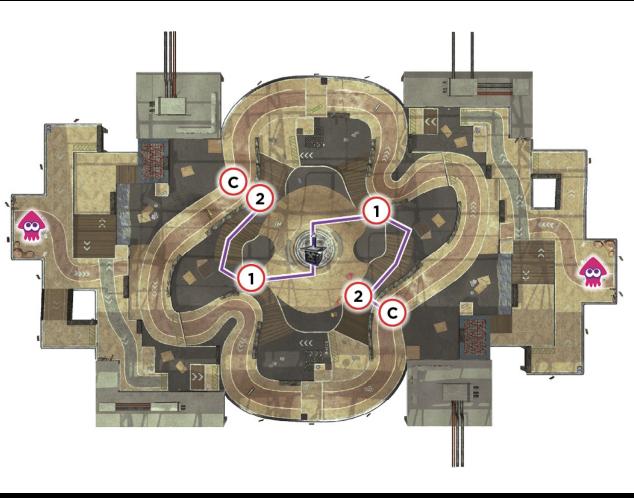


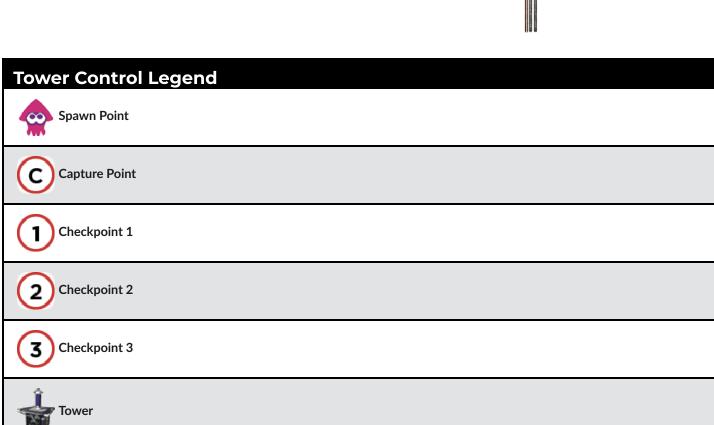
Humpback Pump Track (Rainmaker)





Humpback Pump Track (Tower Control)





Tower Path

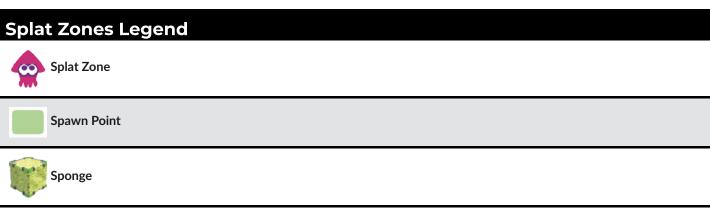


Inkblot Art Academy

Multiplayer Atlas

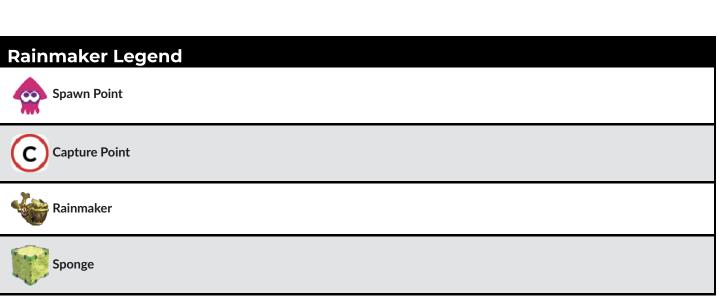
Inkblot Art Academy (Splat Zones)



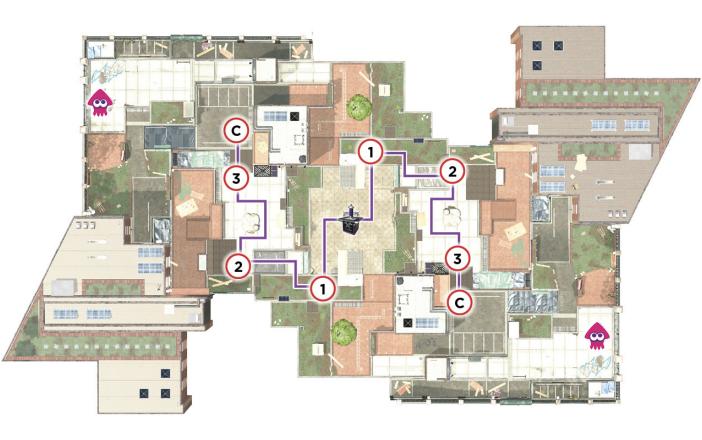


Inkblot Art Academy (Rainmaker)





Inkblot Art Academy (Tower Control)



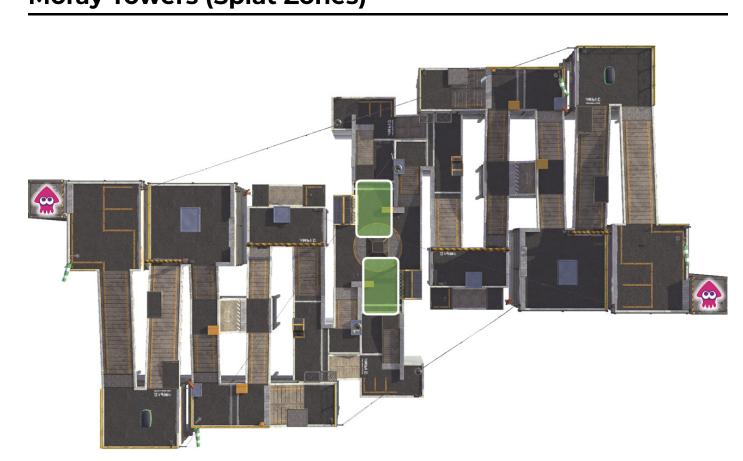


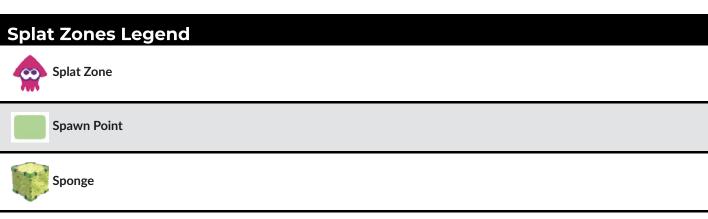


Multiplayer Atlas

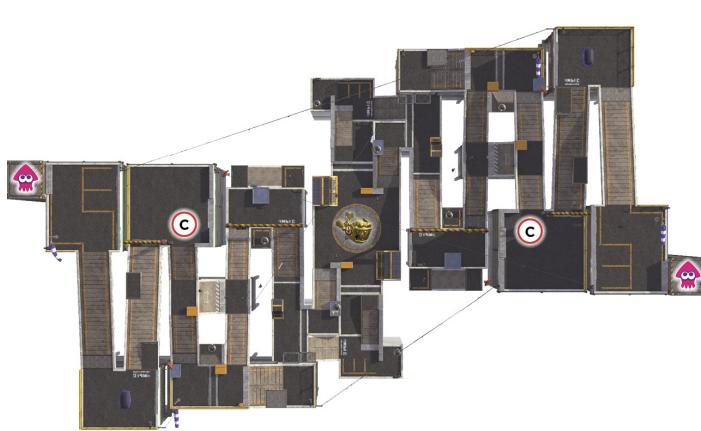
Moray Towers

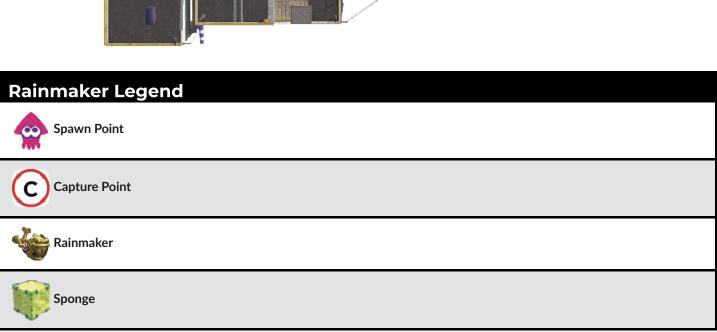
Moray Towers (Splat Zones)





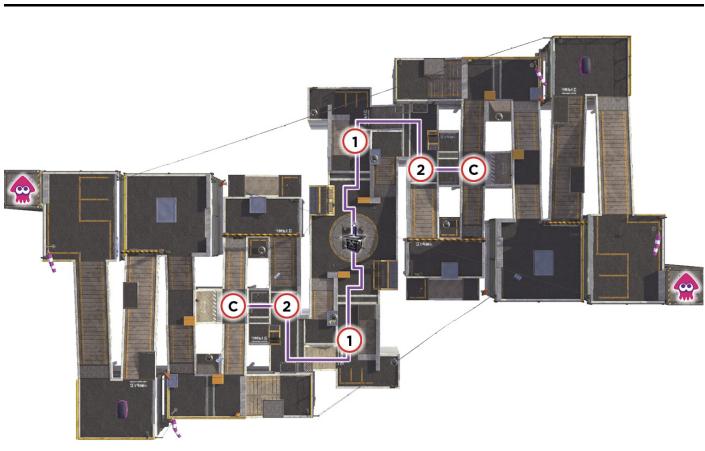
Moray Towers (Rainmaker)

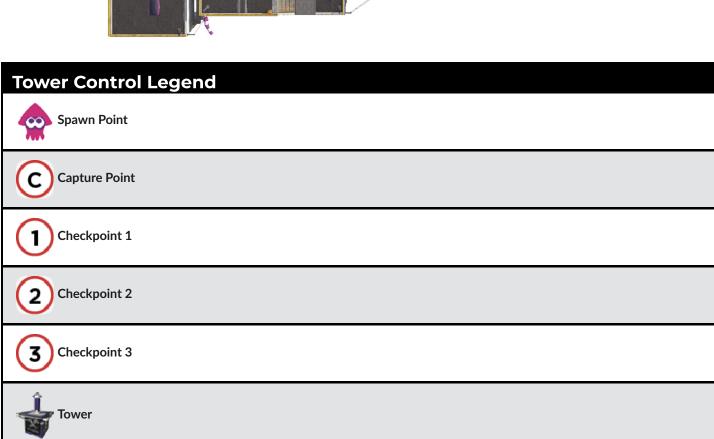




Moray Towers (Tower Control)

Tower Path



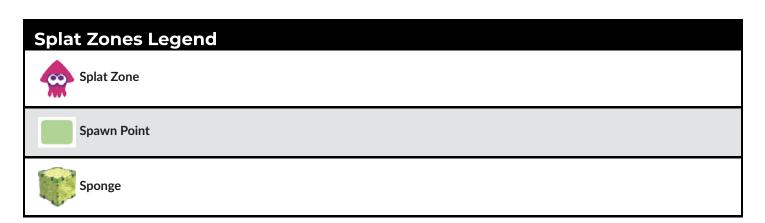






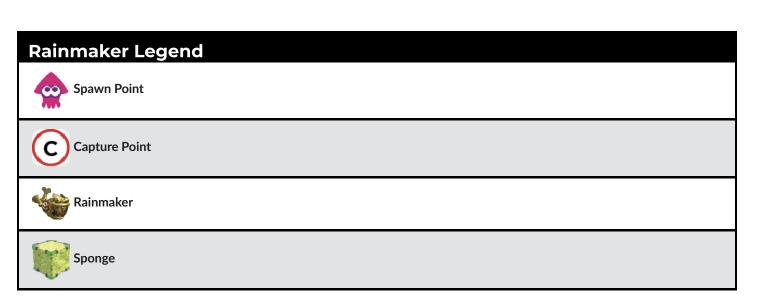
Musselforge Fitness (Splat Zones)



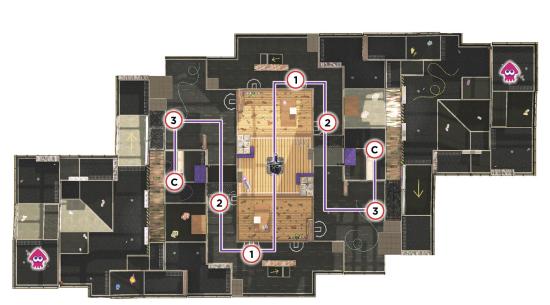


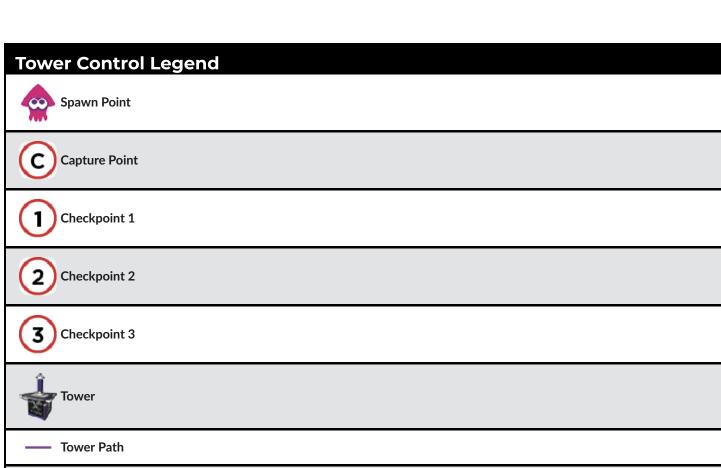
Musselforge Fitness (Rainmaker)





Musselforge Fitness (Tower Control)



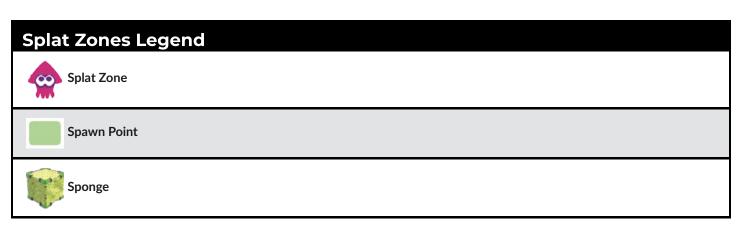






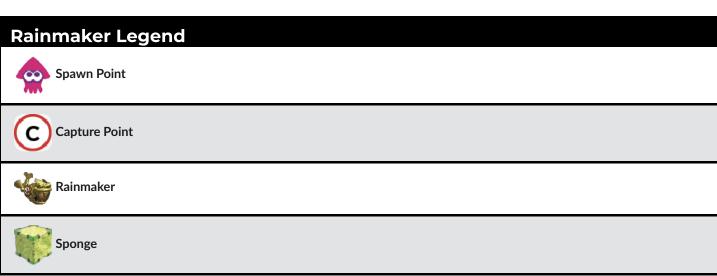
Port Mackerel (Splat Zones)





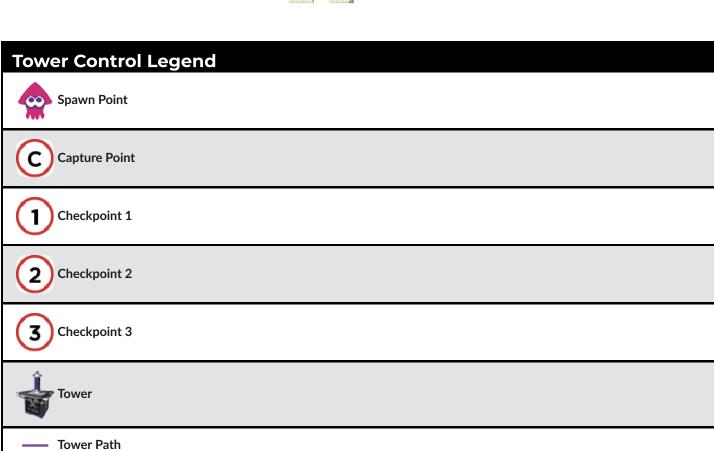
Port Mackerel (Rainmaker)





Port Mackerel (Tower Control)







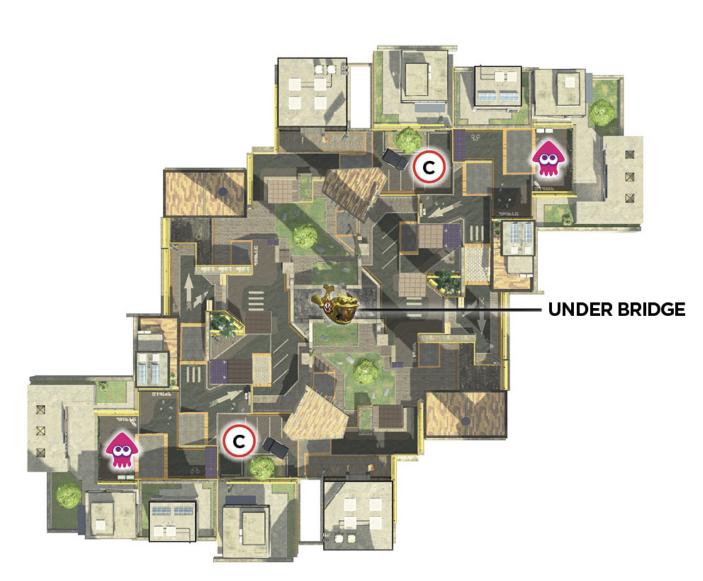
Multiplayer Atlas
The Reef

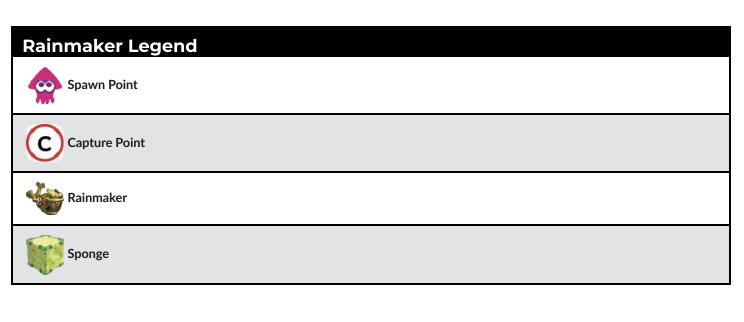
The Reef (Splat Zones)



Splat Zones Legend Splat Zone Spawn Point Sponge

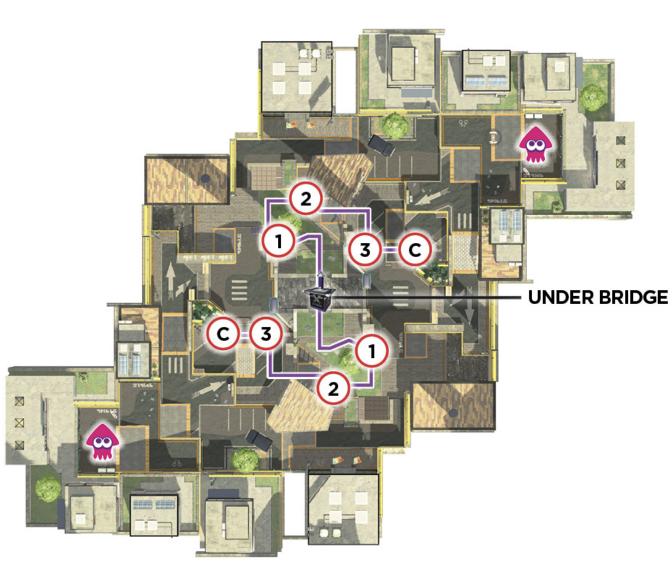
The Reef (Rainmaker)

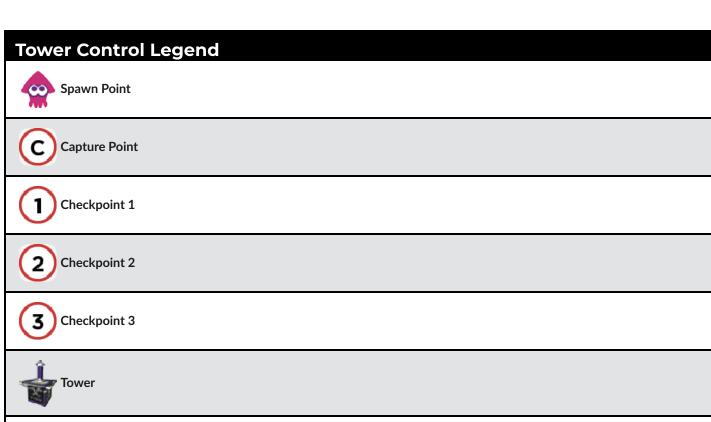




The Reef (Tower Control)

Tower Path



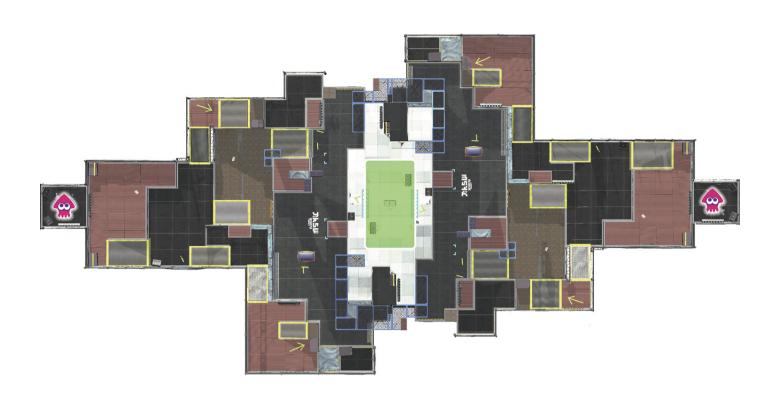


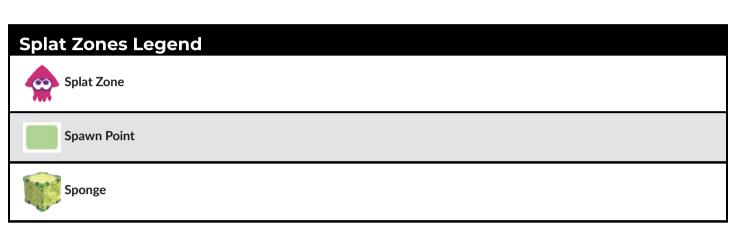


Multiplayer Atlas

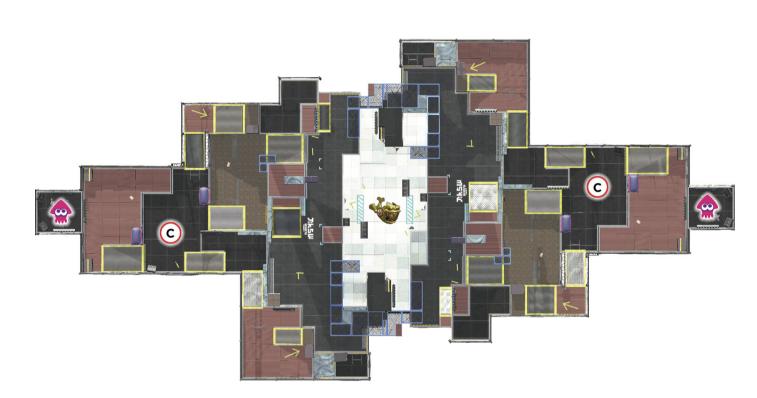
Starfish Mainstage

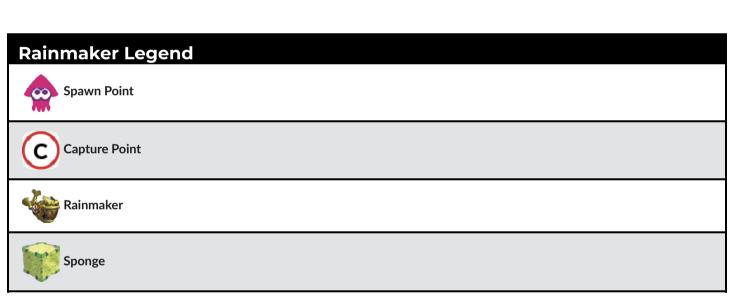
Starfish Mainstage (Splat Zones)



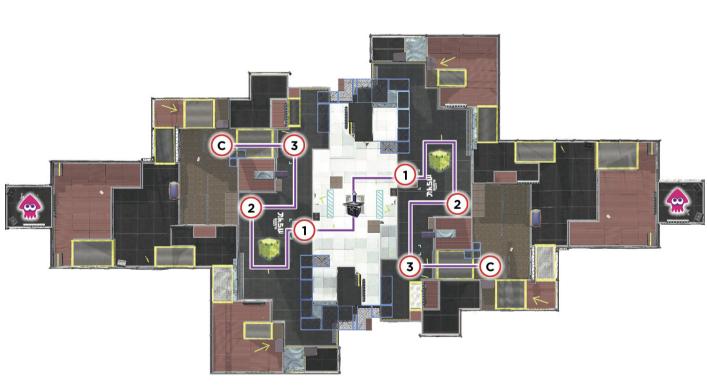


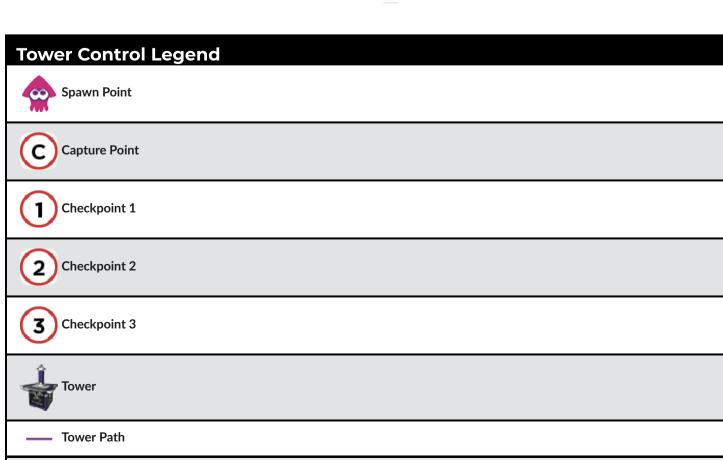
Starfish Mainstage (Rainmaker)





Starfish Mainstage (Tower Control)



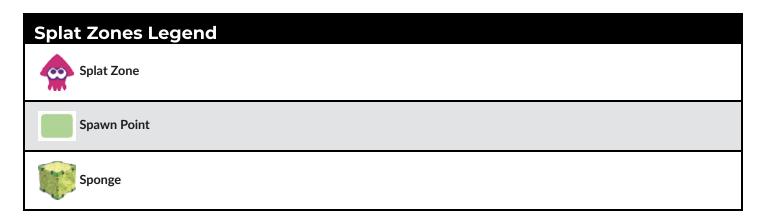




Multiplayer Atlas
Sturgeon Shipyard

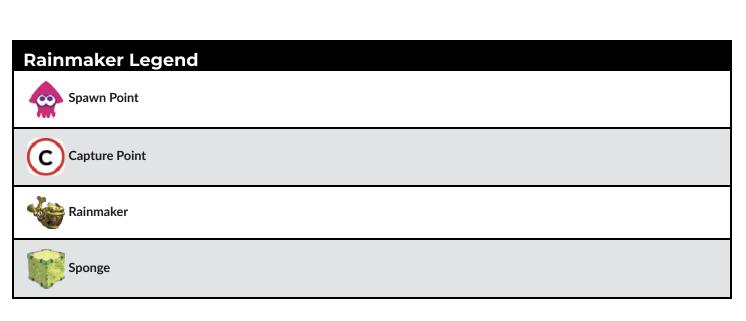
Sturgeon Shipyard (Splat Zones)





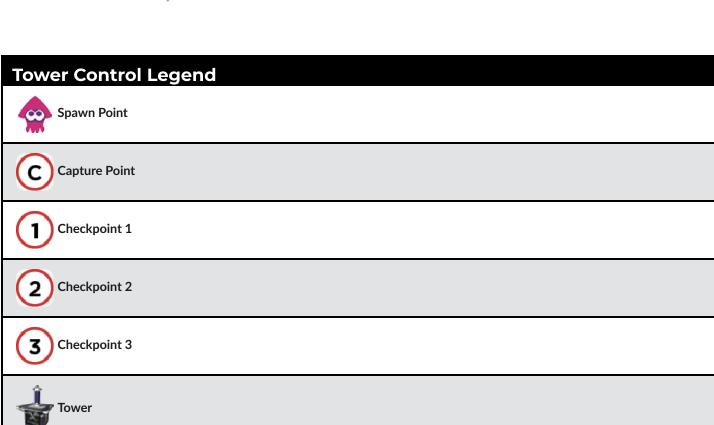
Sturgeon Shipyard (Rainmaker)





Sturgeon Shipyard (Tower Control)





Tower Path